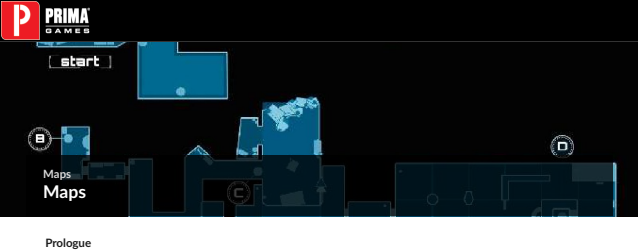
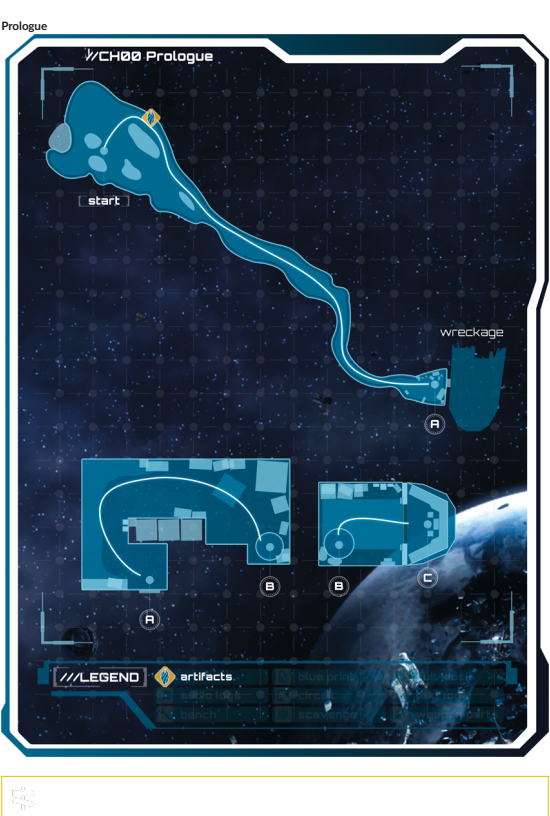
PRIMA GAMES



Maps

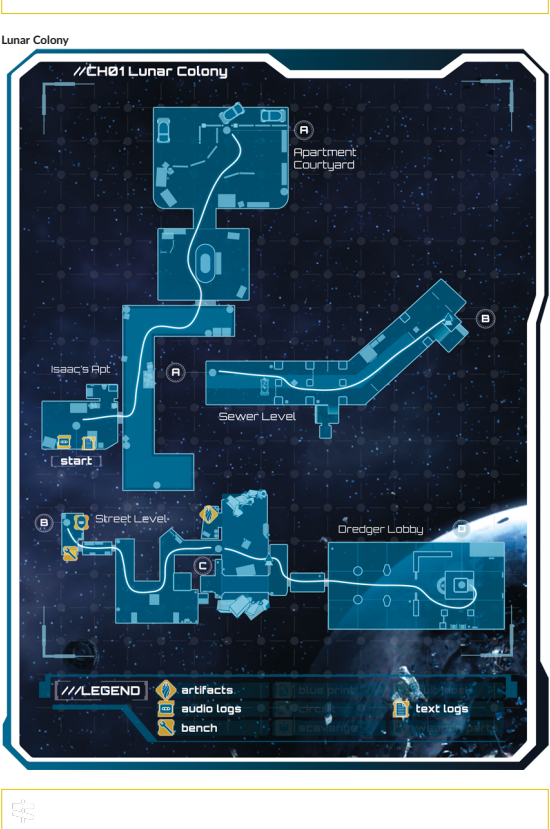
Maps

Prologue


//CH00 Prologue
start
wreckage
///LEGEND
artifacts

Click here for interactive maps

Lunar Colony


//CH01 Lunar Colony
Apartment Courtyard
Isaac's Apt
start
Sewer Level
Street Level
Dredger Lobby
///LEGEND
artifacts
audio logs
bench
text logs

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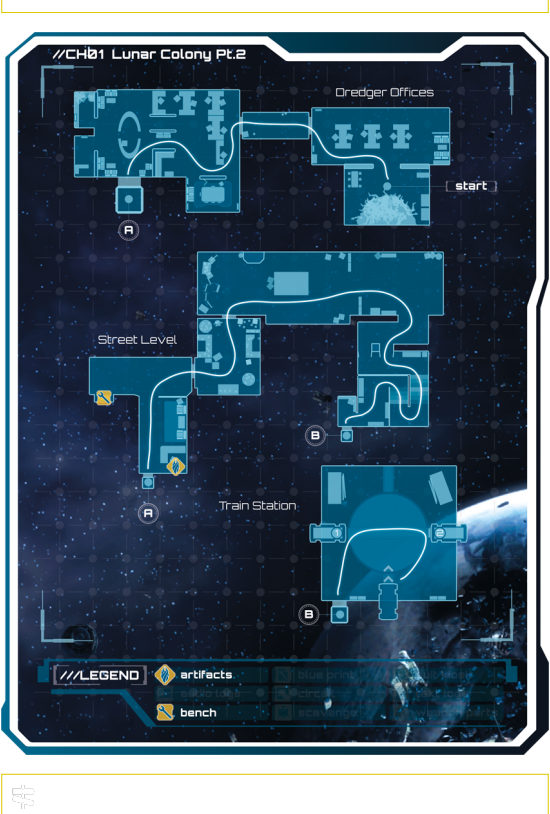
//CH01 Lunar Colony Pt.2
Dredger Offices
start
Street Level
Train Station
///LEGEND
artifacts
bench

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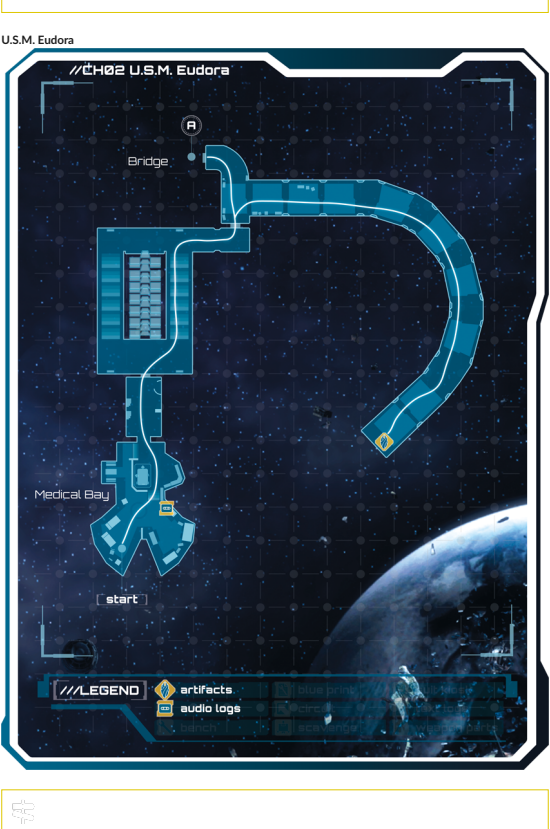
U.S.M. Eudora


//CH02 U.S.M. Eudora
Bridge
Medical Bay
start
///LEGEND
artifacts
audio logs

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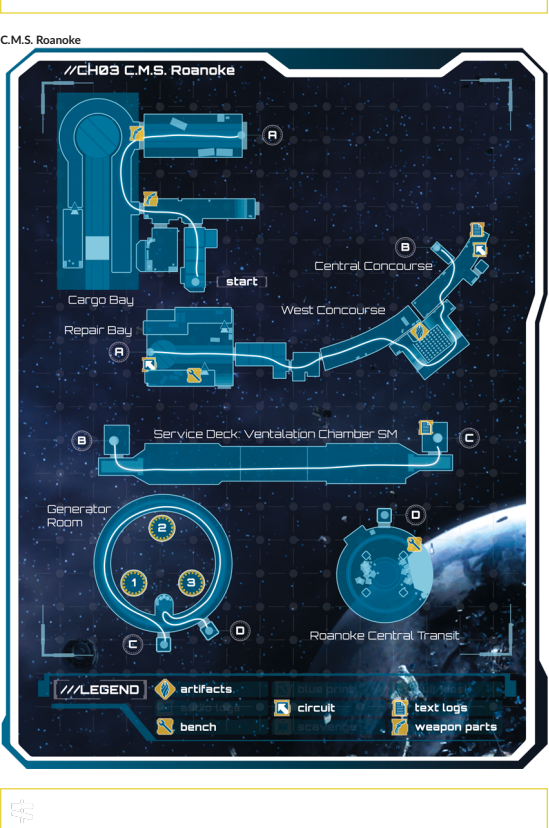
C.M.S. Roanoke


//CH03 C.M.S. Roanoke
start
Central Concourse
Cargo Bay
West Concourse
Repair Bay
Service Deck: Ventalation Chamber SM
Generator Room
Roanoke Central Transit
///LEGEND
artifacts
bench
circuit
text logs
weapon parts

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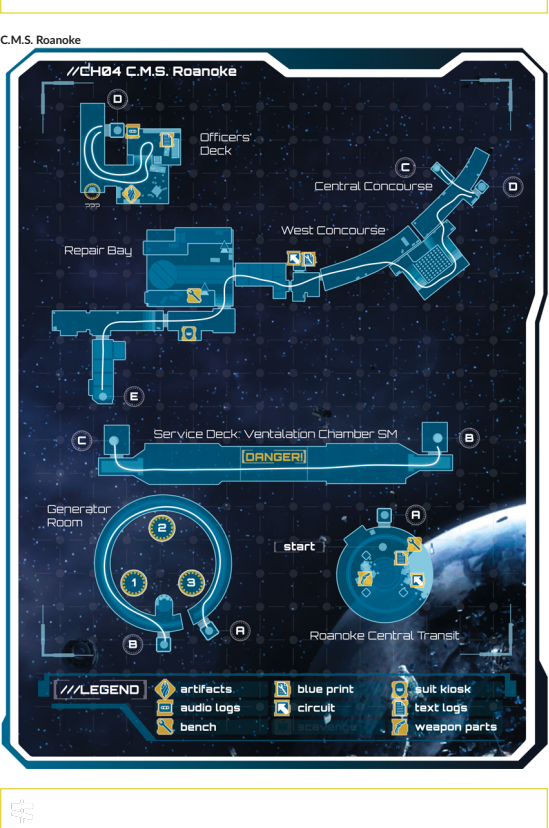
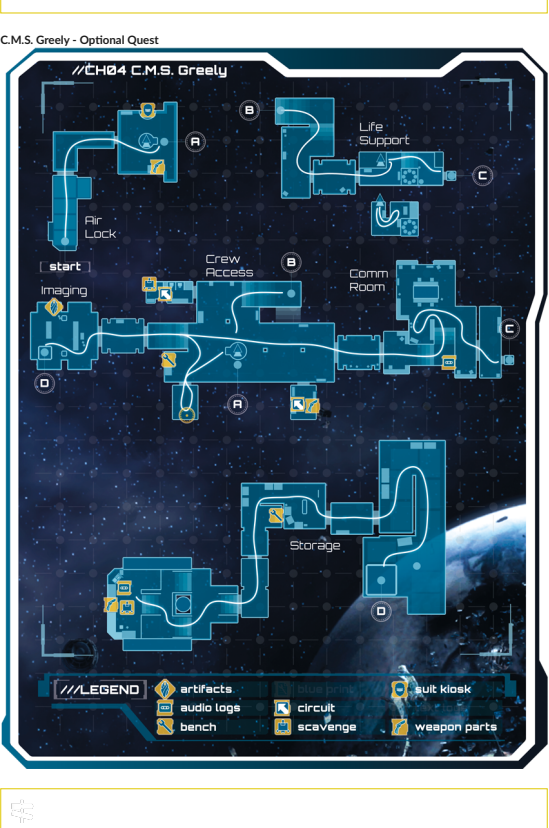
C.M.S. Roanoke


//CH04 C.M.S. Roanoke
Officers Deck
Central Concourse
West Concourse
Repair Bay
Service Deck: Ventalation Chamber SM
[DANGER]
Generator Room
start
Roanoke Central Transit
///LEGEND
artifacts
audio logs
bench
blue print
circuit
suit kiosk
text logs
weapon parts

Click here for interactive maps

C.M.S. Greely - Optional Quest


//CH04 C.M.S. Greely
Life Support
Air Lock
start
Imaging
Crew Access
Comm Room
Storage
///LEGEND
artifacts
audio logs
bench
circuit
scavenge
suit kiosk
weapon parts

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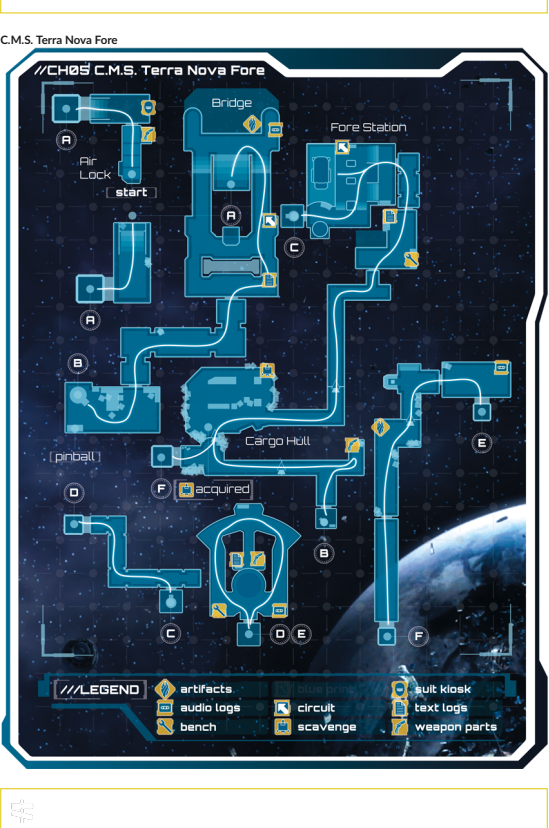
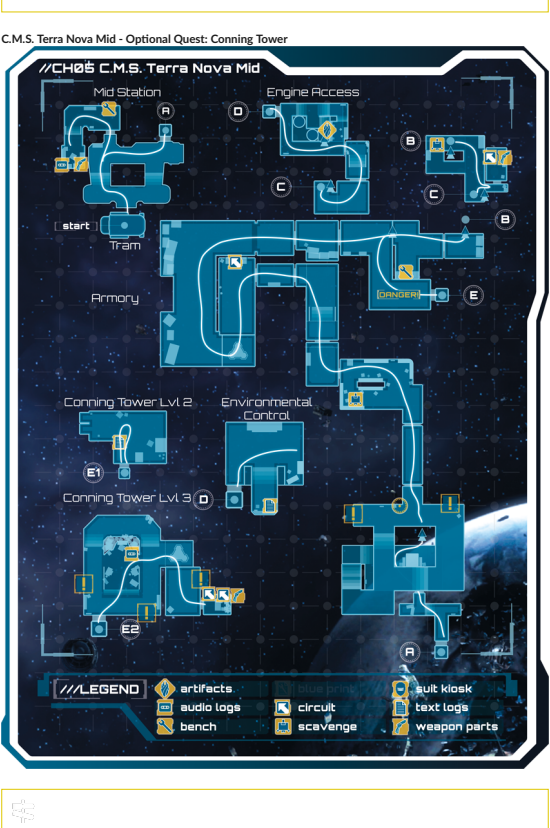
C.M.S. Terra Nova Fore


//CH05 C.M.S. Terra Nova Fore
Bridge
Fore Station
Air Lock
start
Cargo Hold
pinball
acquired
///LEGEND
artifacts
audio logs
bench
circuit
scavenge
suit kiosk
text logs
weapon parts

Click here for interactive maps

C.M.S. Terra Nova Mid - Optional Quest: Conning Tower


//CH06 C.M.S. Terra Nova Mid
Mid Station
Engine Access
start
Tram
Armory
DANGER
Conning Tower Lvl 2
Environmental Control
Conning Tower Lvl 3
E1
E2
///LEGEND
artifacts
audio logs
bench
circuit
scavenge
suit kiosk
text logs
weapon parts

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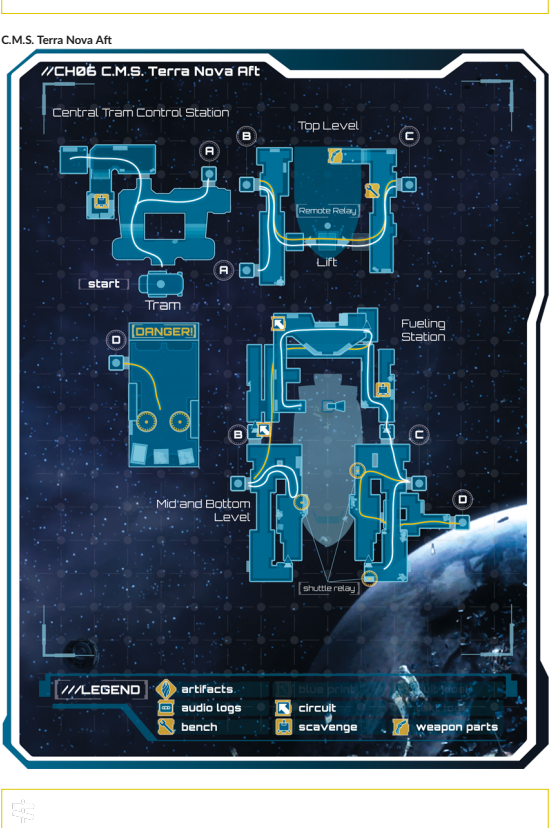
C.M.S. Terra Nova Aft


//CH06 C.M.S. Terra Nova Aft
Central Tram Control Station
Top Level
Remote Relay
Lift
start
Tram
DANGER
Fueling Station
Mid and Bottom Level
shuttle relay
///LEGEND
artifacts
audio logs
bench
circuit
scavenge
weapon parts

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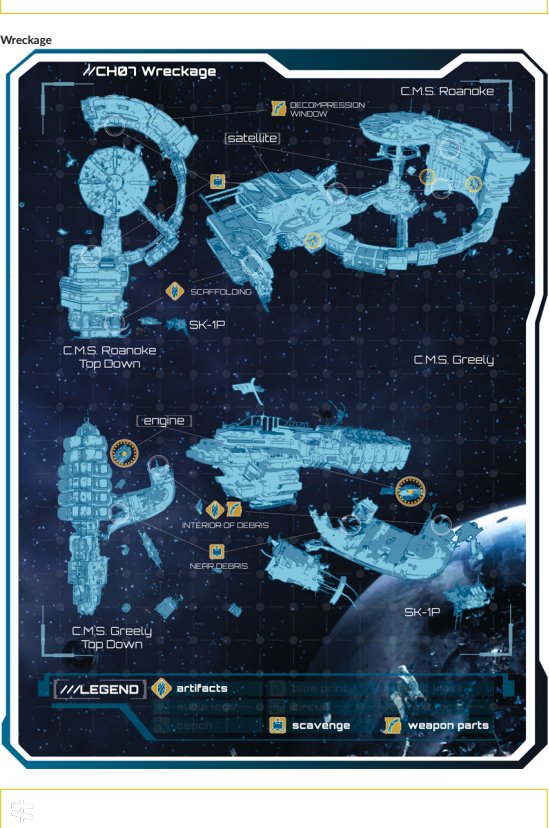
Wreckage


//CH07 Wreckage
DECOMPRESSION WINDOW
C.M.S. Roanoke
satellite
SCAFFOLDING
SK-1P
C.M.S. Roanoke Top Down
C.M.S. Greely
engine
INTERIOR OF DEBRIS
NEAR DEBRIS
SK-1P
C.M.S. Greely Top Down
///LEGEND
artifacts
scavenge
weapon parts

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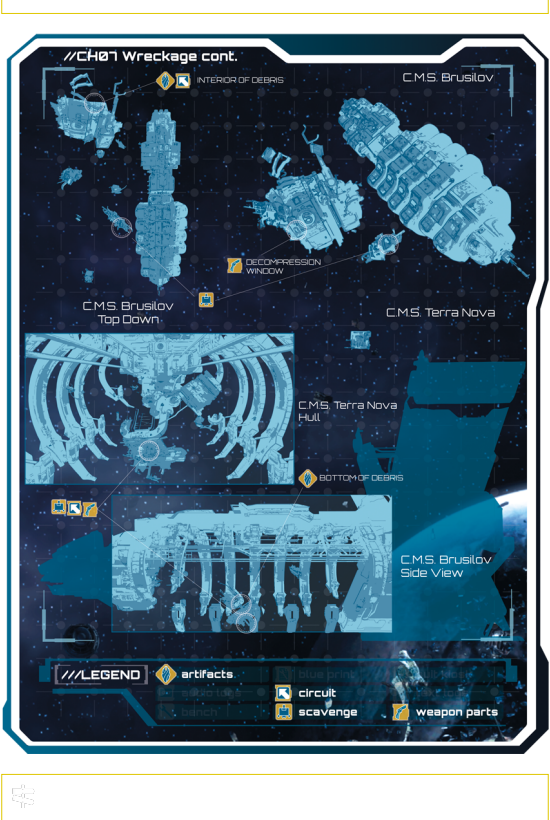
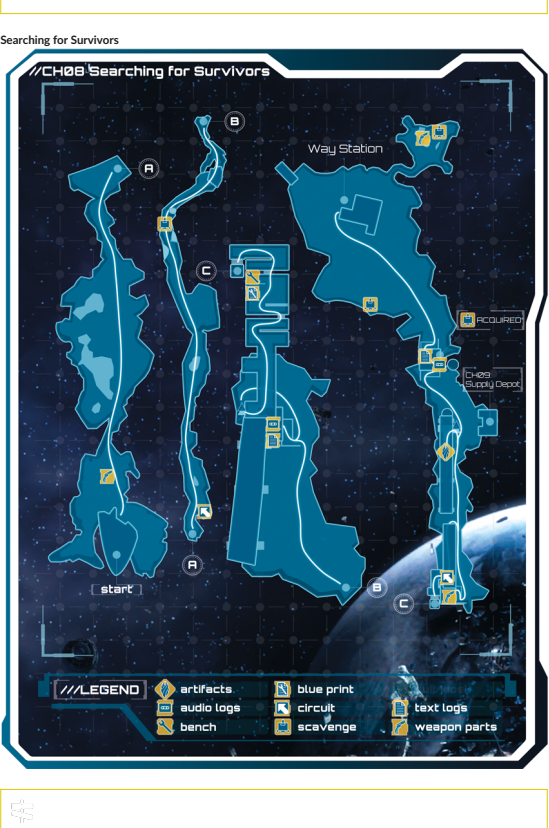

//CH07 Wreckage cont.
INTERIOR OF DEBRIS
C.M.S. Brusilov
DECOMPRESSION WINDOW
C.M.S. Brusilov Top Down
C.M.S. Terra Nova
C.M.S. Terra Nova Hull
BOTTOM OF DEBRIS
C.M.S. Brusilov Side View
///LEGEND
artifacts
circuit
scavenge
weapon parts

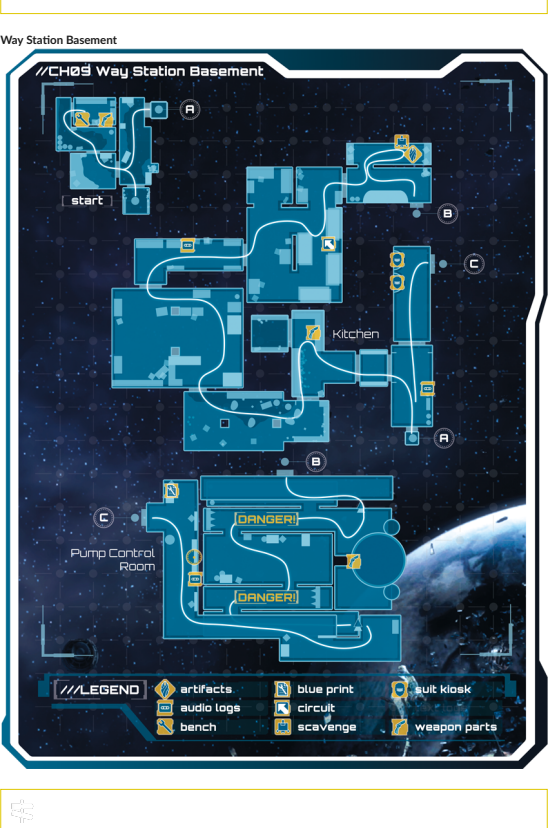
Click here for interactive maps

Searching for Survivors


//CH08 Searching for Survivors
Way Station
ACQUIRED
CH09 Supply Depot
start
///LEGEND
artifacts
audio logs
bench
blue print
circuit
scavenge
text logs
weapon parts

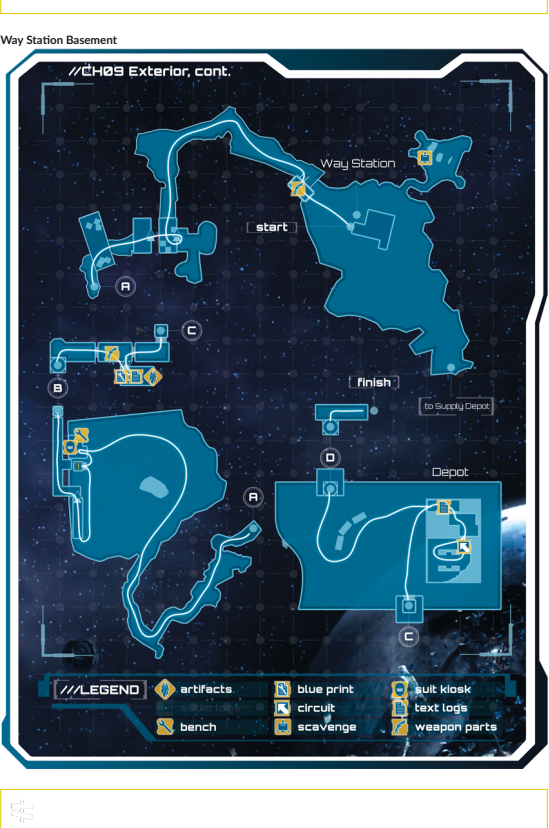
Click here for interactive maps

Way Station Basement


//CH09 Way Station Basement
start
Kitchen
DANGER
Pump Control Room
DANGER
///LEGEND
artifacts
audio logs
bench
blue print
circuit
scavenge
suit kiosk
weapon parts

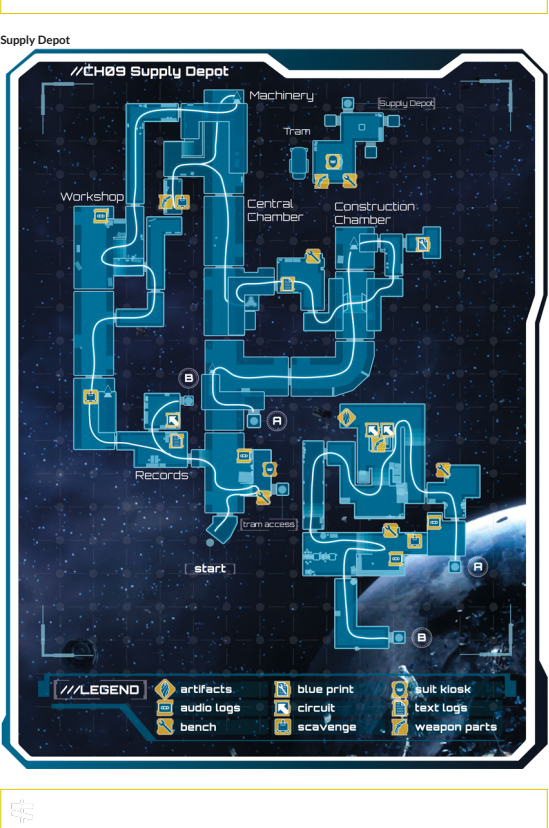
Click here for interactive maps

Way Station Basement


//CH09 Exterior, cont.
Way Station
start
finish
to Supply Depot
Depot
///LEGEND
artifacts
bench
blue print
circuit
scavenge
suit kiosk
text logs
weapon parts

Click here for interactive maps

Supply Depot


//CH09 Supply Depot
Machinery
Supply Depot
Tram
Workshop
Central Chamber
Construction Chamber
Records
tram access
start
///LEGEND
artifacts
audio logs
bench
blue print
circuit
scavenge
suit kiosk
text logs
weapon parts

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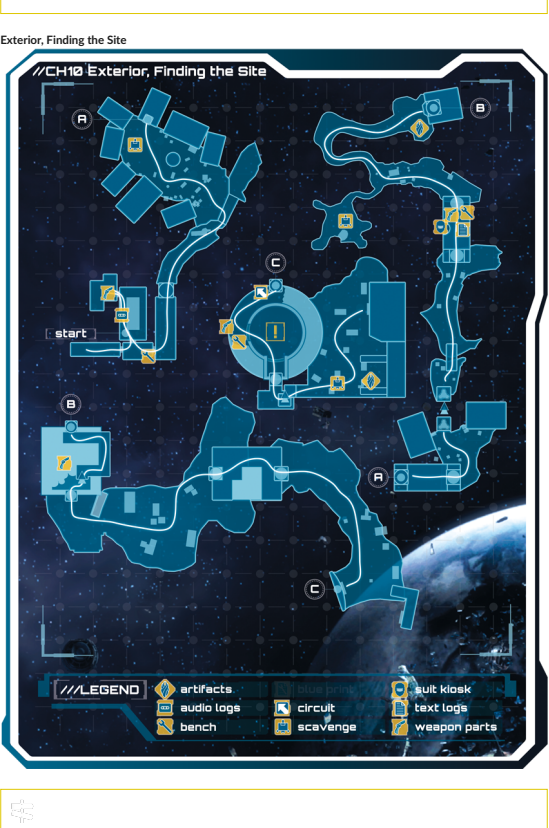
Exterior, Finding the Site


//CH10 Exterior, Finding the Site
start
///LEGEND
artifacts
audio logs
bench
circuit
scavenge
suit kiosk
text logs
weapon parts

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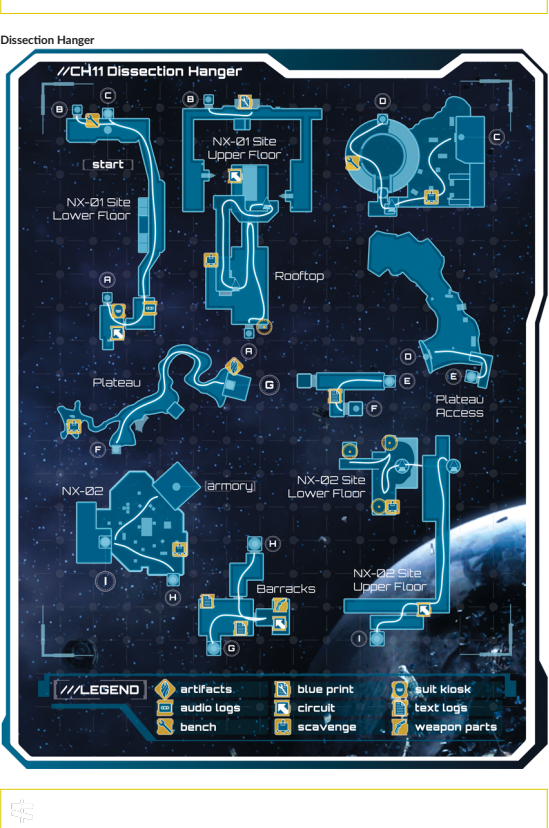
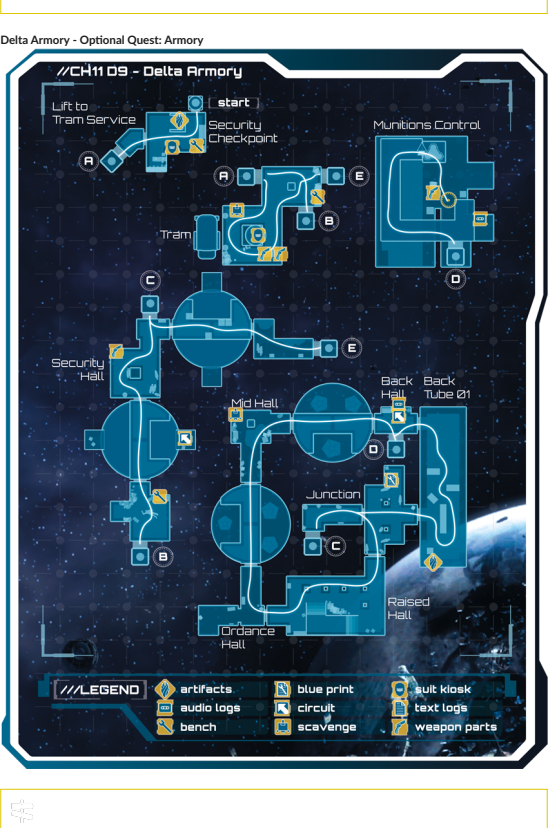
Dissection Hanger


//CH11 Dissection Hanger
start
NX-01 Site Upper Floor
NX-01 Site Lower Floor
Rooftop
Plateau
Plateau Access
NX-02
armory
NX-02 Site Lower Floor
Barracks
NX-02 Site Upper Floor
///LEGEND
artifacts
audio logs
bench
blue print
circuit
scavenge
suit kiosk
text logs
weapon parts

Click here for interactive maps

Delta Armory - Optional Quest: Armory


//CH11 D9 - Delta Armory
Lift to Tram Service
start
Security Checkpoint
Munitions Control
Tram
Security Hall
Back Hall
Back Tube 01
Mid Hall
Junction
Raised Hall
Ordance Hall
///LEGEND
artifacts
audio logs
bench
blue print
circuit
scavenge
suit kiosk
text logs
weapon parts

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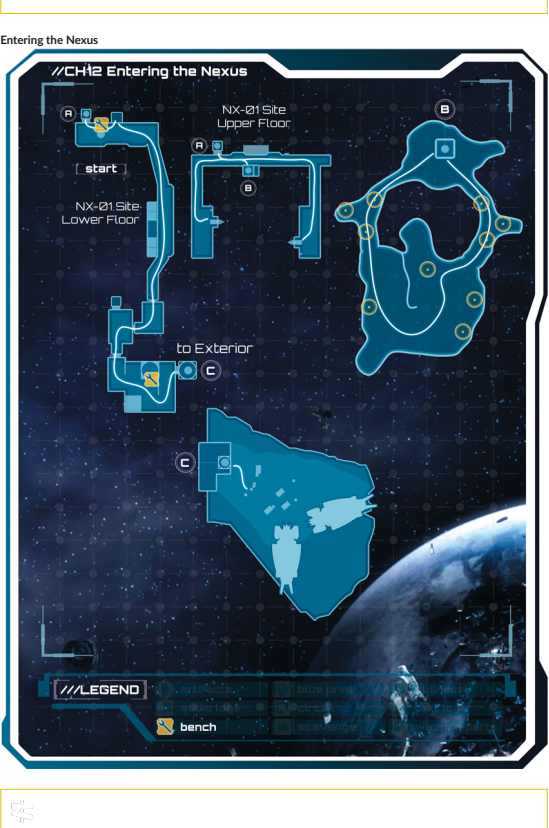
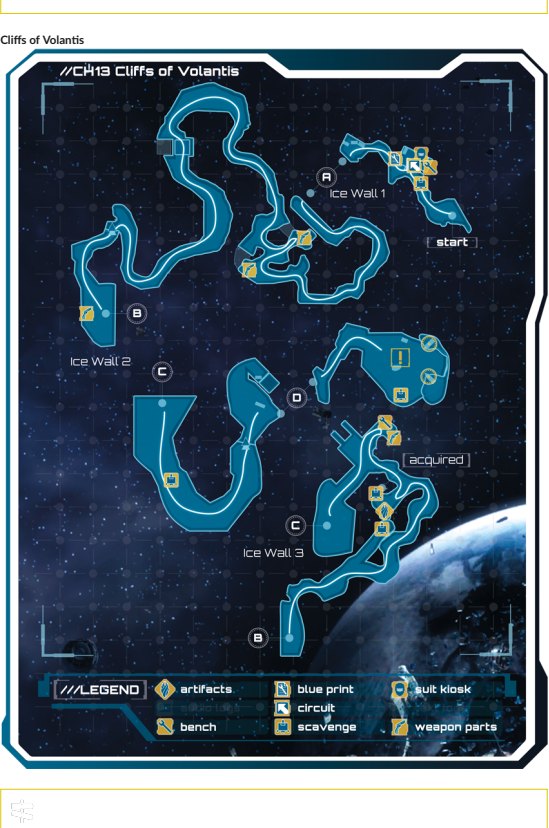
Entering the Nexus


//CH12 Entering the Nexus
NX-01 Site Upper Floor
start
NX-01 Site Lower Floor
to Exterior
///LEGEND
bench

Click here for interactive maps

Cliffs of Volantis


//CH13 Cliffs of Volantis
Ice Wall 1
start
Ice Wall 2
acquired
Ice Wall 3
///LEGEND
artifacts
bench
blue print
circuit
scavenge
suit kiosk
weapon parts

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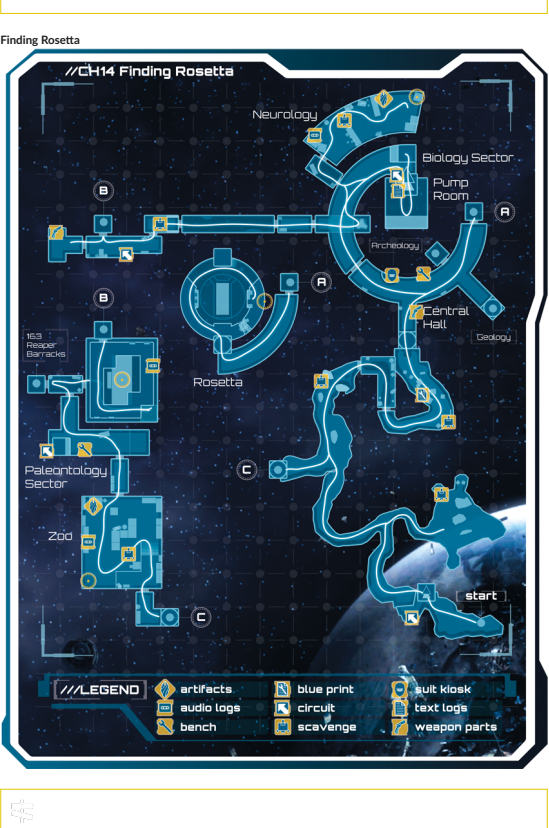
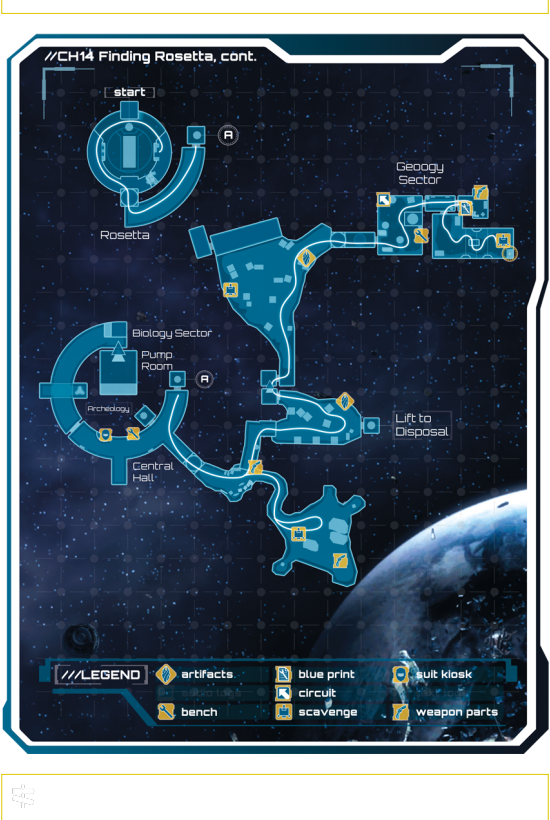
Finding Rosetta

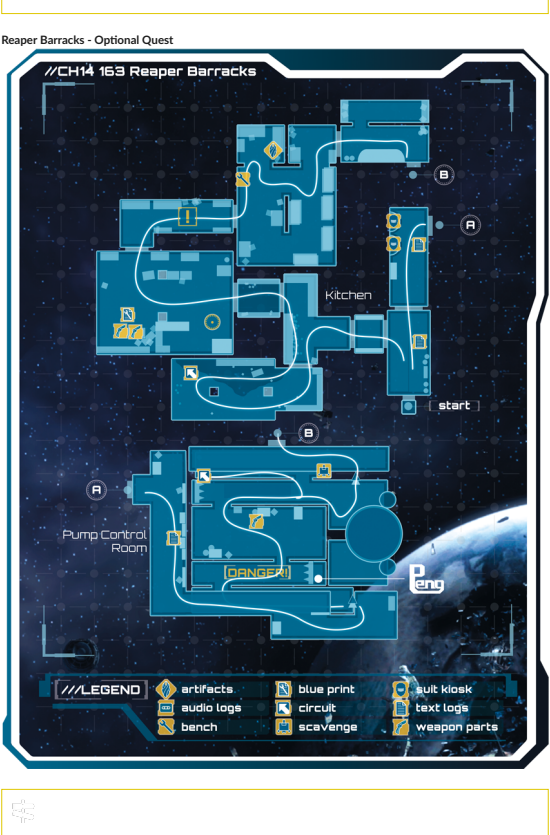

//CH14 Finding Rosetta
Neurology
Biology Sector
Pump Room
Archeology
Central Hall
Geology
153 Reaper Barracks
Rosetta
Paleontology Sector
Zoo
start
///LEGEND
artifacts
audio logs
bench
blue print
circuit
scavenge
suit kiosk
text logs
weapon parts

Click here for interactive maps


//CH14 Finding Rosetta, cont.
start
Rosetta
Geology Sector
Biology Sector
Pump Room
Archeology
Central Hall
Lift to Disposal
///LEGEND
artifacts
bench
blue print
circuit
scavenge
suit kiosk
weapon parts

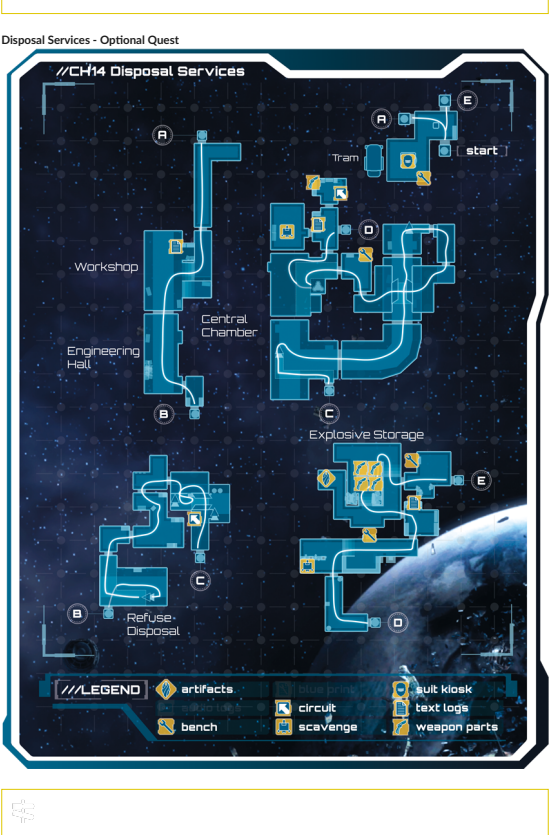
Click here for interactive maps

Reaper Barracks - Optional Quest


//CH14 153 Reaper Barracks
Kitchen
start
Pump Control Room
DANGER
///LEGEND
artifacts
audio logs
bench
blue print
circuit
scavenge
suit kiosk
text logs
weapon parts

Click here for interactive maps

Disposal Services - Optional Quest


//CH14 Disposal Services
Tram
start
Workshop
Central Chamber
Engineering Hall
Explosive Storage
Refuse Disposal
///LEGEND
artifacts
bench
circuit
scavenge
suit kiosk
text logs
weapon parts

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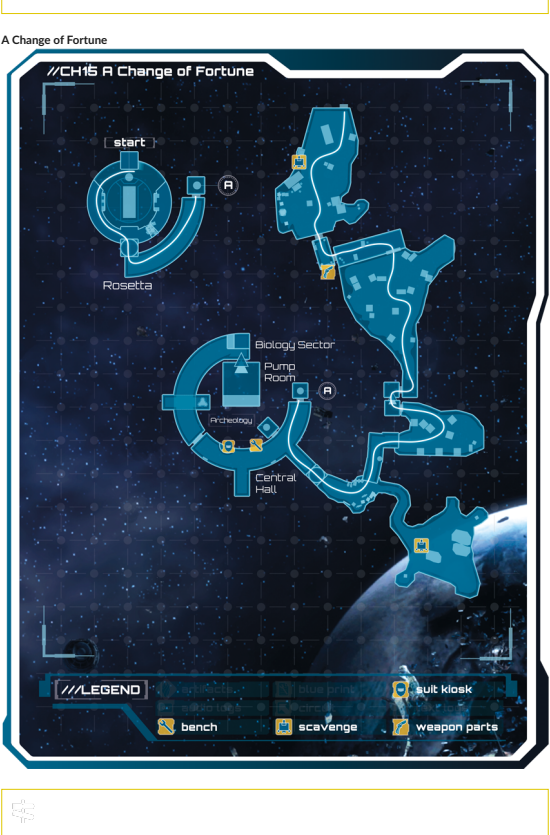
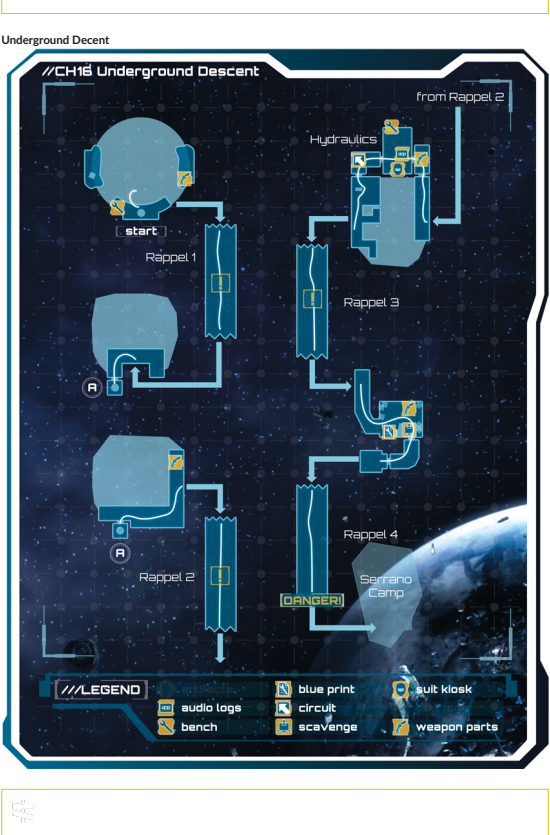
A Change of Fortune


//CH15 A Change of Fortune
start
Rosetta
Biology Sector
Pump Room
Archeology
Central Hall
///LEGEND
bench
scavenge
suit kiosk
weapon parts

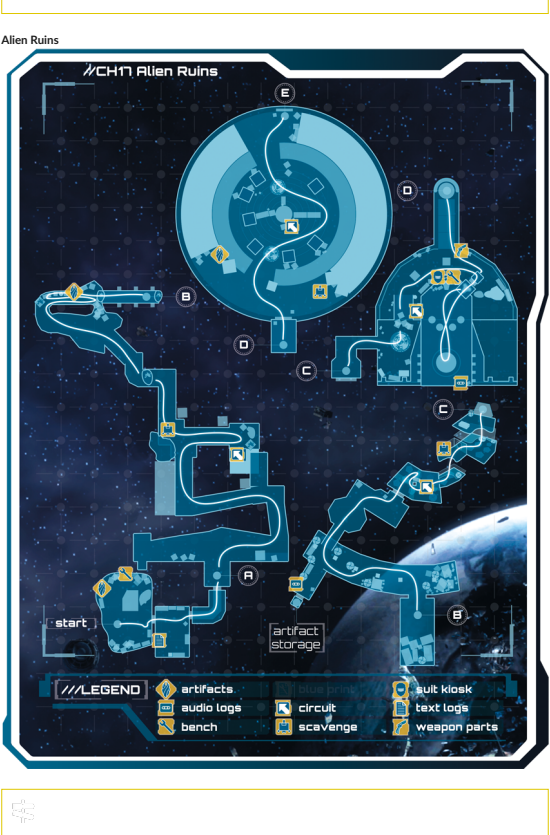
Click here for interactive maps

Underground Decent


//CH16 Underground Descent
from Rappel 2
Hydraulics
start
Rappel 1
Rappel 3
Rappel 2
Rappel 4
DANGER
Science Camp
///LEGEND
audio logs
bench
blue print
circuit
scavenge
suit kiosk
weapon parts

Click here for interactive maps

Alien Ruins


//CH17 Alien Ruins
start
artifact storage
///LEGEND
artifacts
audio logs
bench
blue print
circuit
scavenge
suit kiosk
text logs
weapon parts

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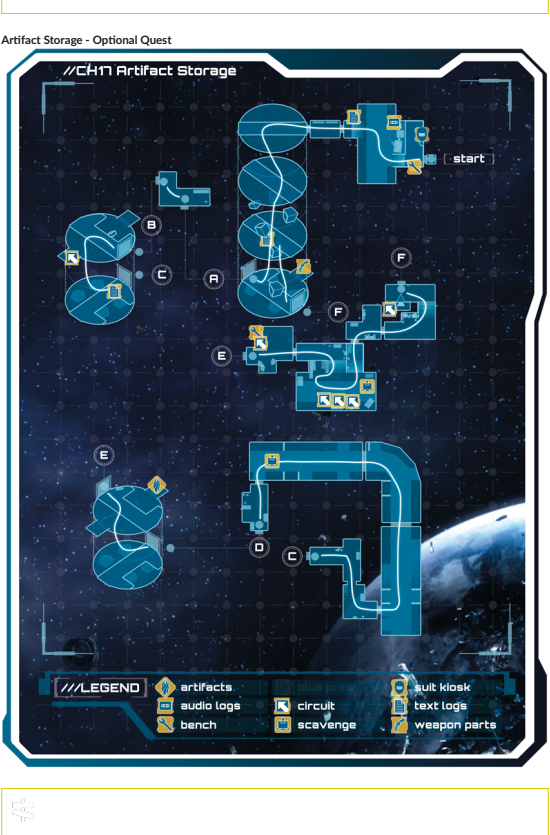
Artifact Storage - Optional Quest


//CH17 Artifact Storage
start
///LEGEND
artifacts
audio logs
bench
circuit
scavenge
suit kiosk
text logs
weapon parts

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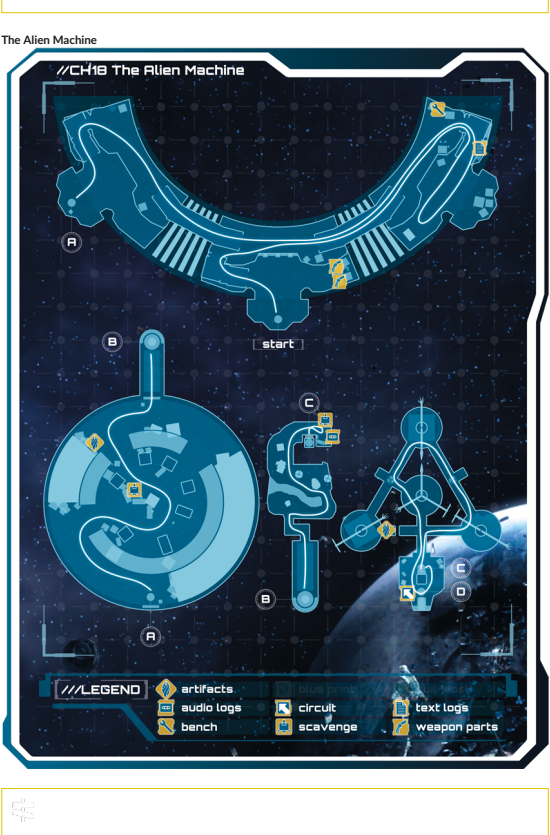
The Alien Machine


//CH18 The Alien Machine
start
///LEGEND
artifacts
audio logs
bench
circuit
scavenge
text logs
weapon parts

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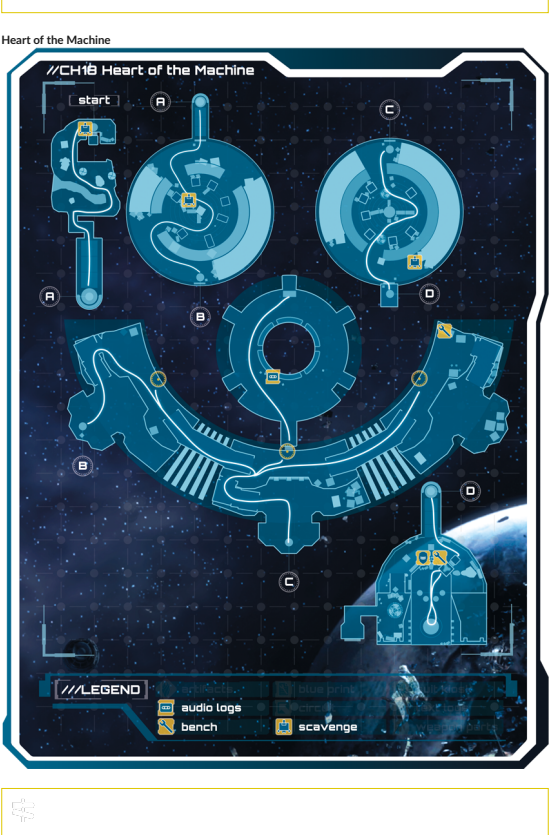
Heart of the Machine


//CH18 Heart of the Machine
start
///LEGEND
audio logs
bench
scavenge

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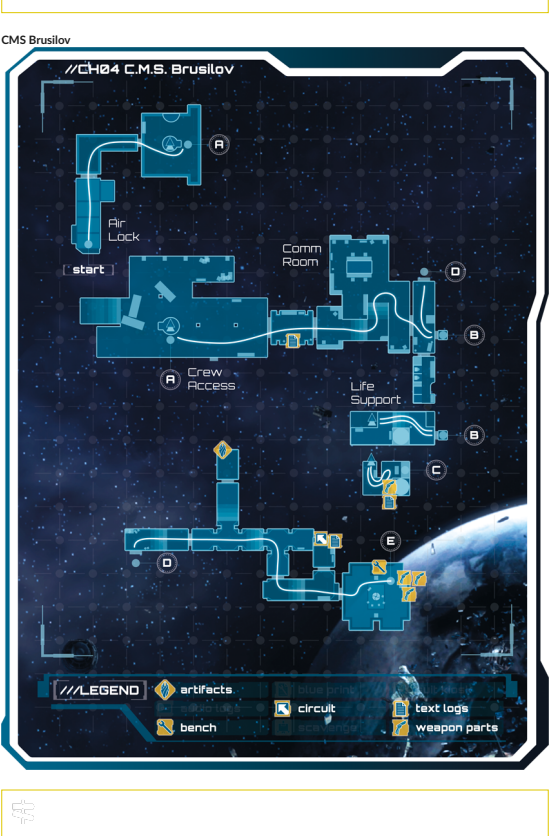
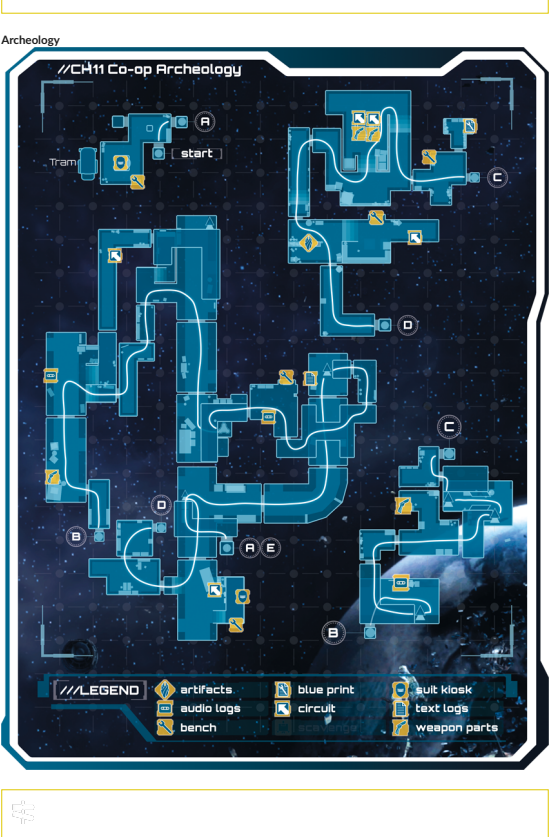
CMS Brusilov


//CH04 C.M.S. Brusilov
Air Lock
start
Comm Room
Crew Access
Life Support
///LEGEND
artifacts
bench
circuit
text logs
weapon parts

Click here for interactive maps

Archeology


//CH11 Co-op Archeology
Tram
start
///LEGEND
artifacts
audio logs
bench
blue print
circuit
suit kiosk
text logs
weapon parts

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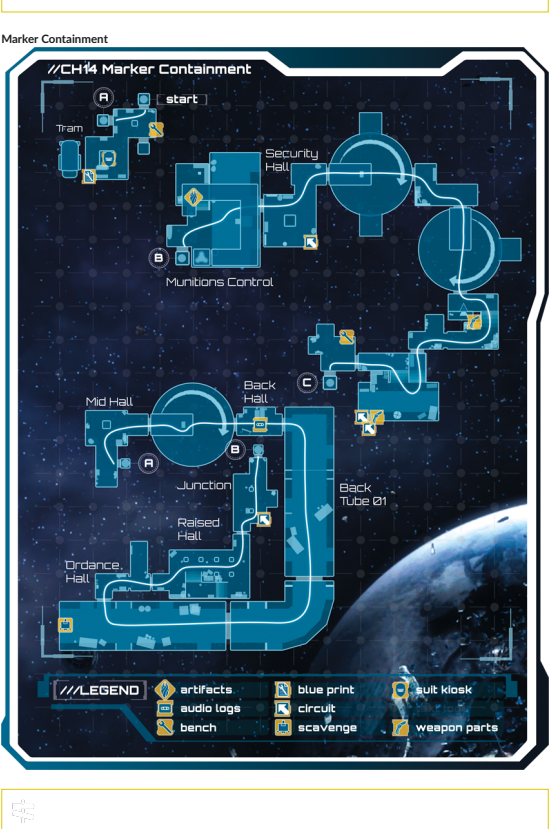
Marker Containment


//CH14 Marker Containment
start
Tram
Security Hall
Munitions Control
Mid Hall
Back Hall
Junction
Back Tube 01
Raised Hall
Ordance Hall
///LEGEND
artifacts
audio logs
bench
blue print
circuit
scavenge
suit kiosk
weapon parts

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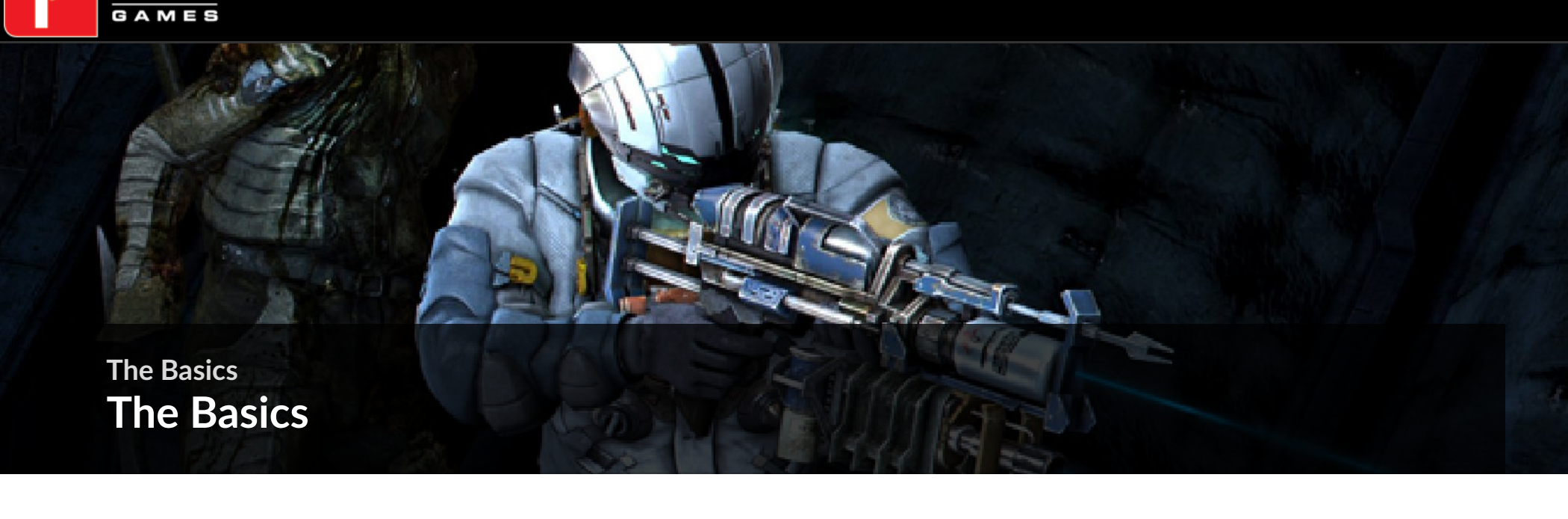
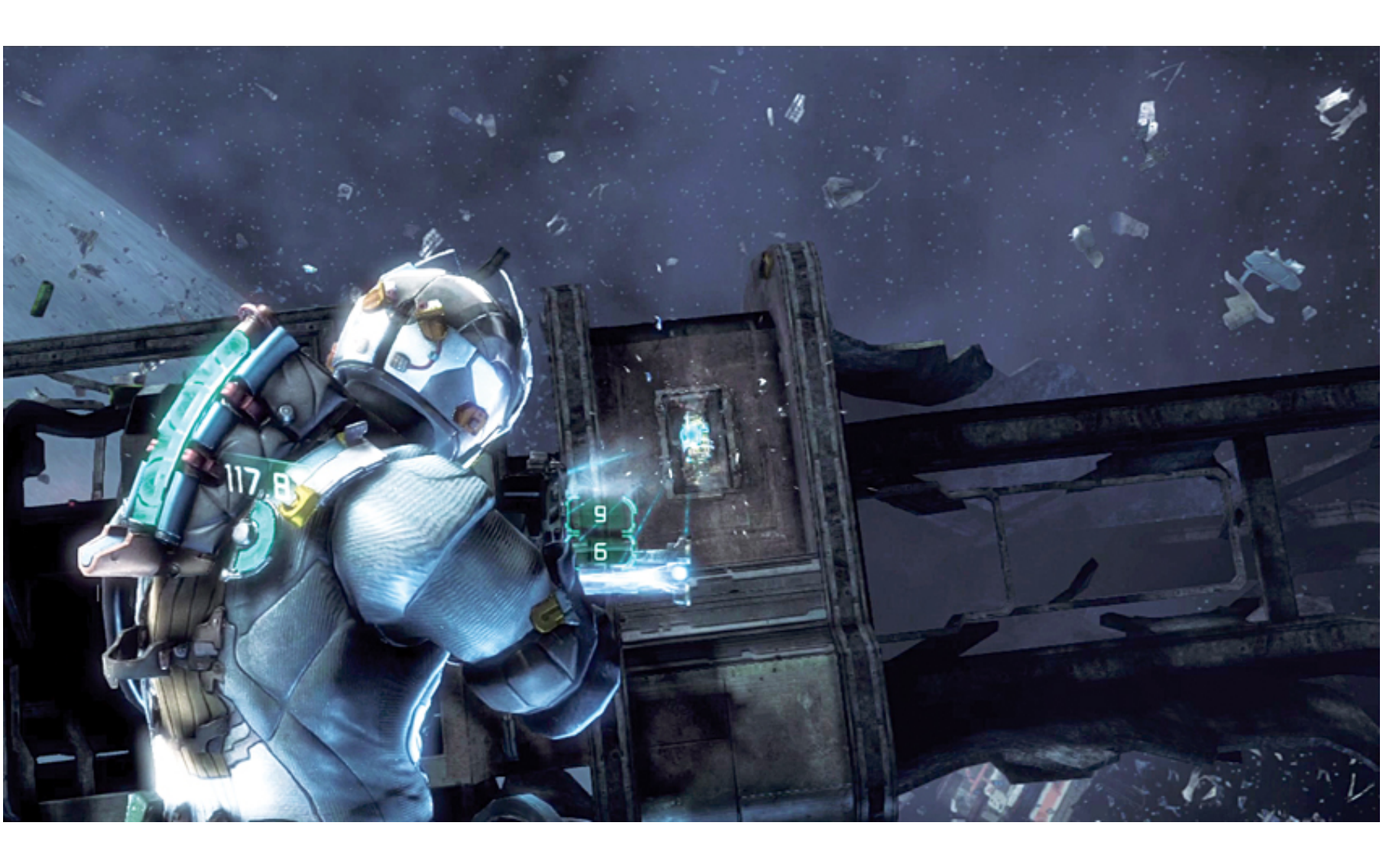


The Basics

Tau Volantis is an icy world that can kill the unprepared. Both the planet and the derelict fleet orbiting above it are filled with dangerous Necromorphs. Before you explore this system at the far end of the galaxy, it is vital that you first understand the basics of your equipment, how to move around, and how to use weapons and other devices. You also need some basic combat skills that will help you defeat the hostiles you encounter.

The RIG

In *Dead Space 3* , the screen is never cluttered with a heads-up display (HUD). Instead, all of the information you need is displayed on your RIG, which is part of your suit or your weapon.



Health Indicator

The blue row of lights running along your spine is your Health meter. The bar begins to deplete as you take damage. When your health is about half, the remaining lights turn yellow. When your health is very low, the last remaining bar turns red. At this point, you must get some medical treatment or the next attack could be your last.

Stasis Module

The stasis module appears as the curved bar on the right side of the RIG. When the bar is full, your stasis module is fully charged. As you use your stasis ability, sections of the bar will dim, indicating that charge is exhausted. When the entire curved bar is dim, you will need to recharge your module before you can use stasis again. Your Stasis meter recharges slowly over time, but you can instantly recharge it by using a stasis pack or a stasis recharge station. Upgrade your stasis module at a suit kiosk to increase the number of shots and other aspects of stasis.

Air Timer/Temperature Gauge

When operating in areas without an atmosphere, your Air Timer appears on your RIG. This shows you how much time in seconds you have of remaining oxygen. As the tank approaches empty, the meter begins to flash red. Either get to an oxygen recharge station or into an area with an atmosphere to refill your tank. When in cold environments where you are in danger of freezing to death, the Air Timer is replaced by a Temperature gauge, which shows your current temperature. This helps you know when you need to find a heat source to warm up.

Ammo Count

When you hold down the aim button to bring up your weapon, the ammo indicator will appear, listing the amount of ammunition currently left in the selected weapon. The indicator will turn orange when the ammo in the weapon gets low. If the ammo counter is red, the current clip is empty and you must reload. If the ammo counter is red with bars at the top and bottom, you have no more ammo for that weapon and must switch to another.

Basic Movement and Controls

Before you can confront enemies, you first need to learn how to get around.

Movement

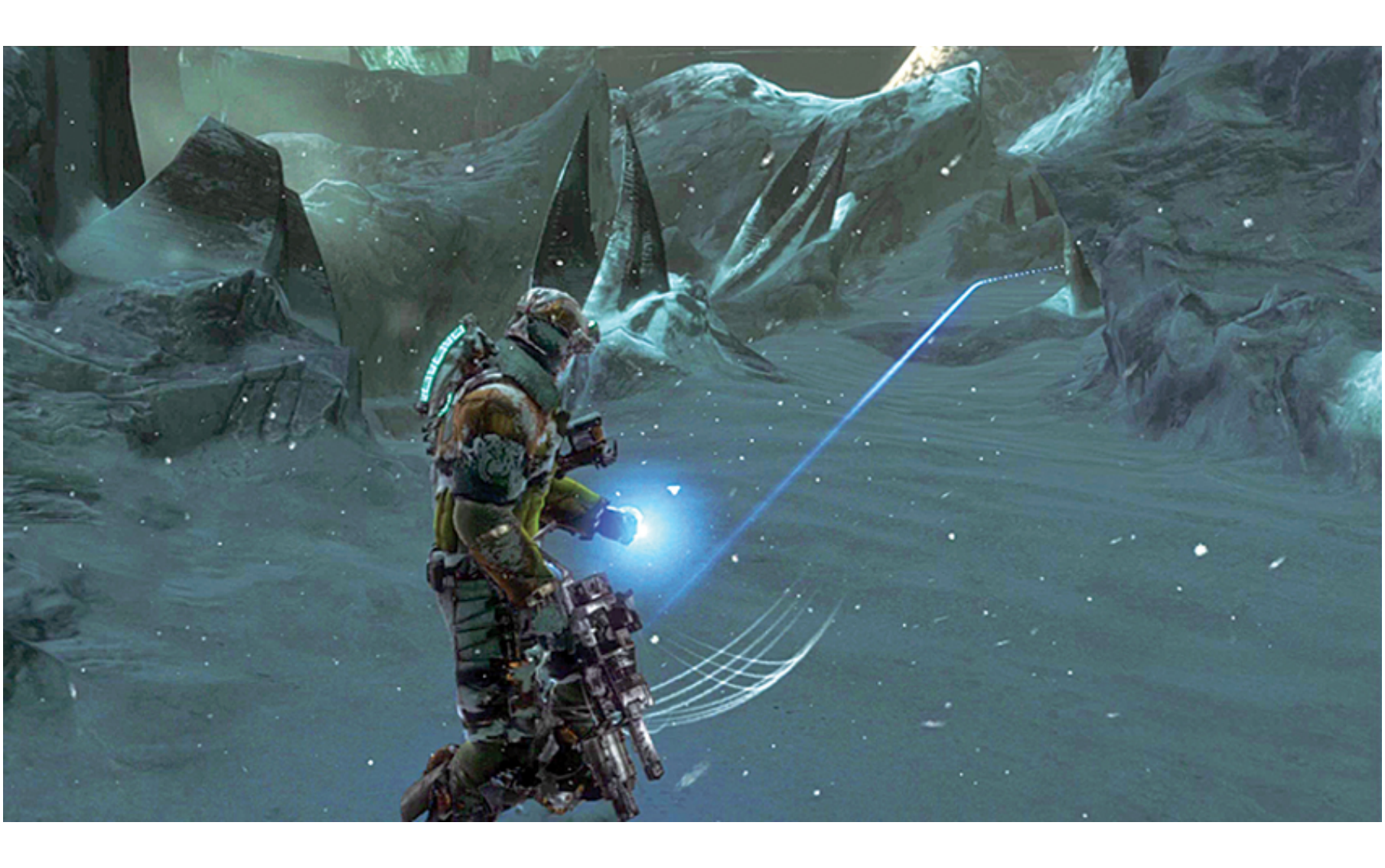
Use the left thumbstick or analog stick to move forward and backward as well as to strafe left and right. The right thumbstick or analog stick controls the direction where you are looking. The view in *Dead Space 3* is a bit different than in other games. It is third-person with your character offset to the left. This allows you to see more of the screen's center, where the action happens, as you use your weapons. By default, you move at a walking pace. However, if you need to move faster, hold down the run button.

ISAAC'S LOG

I discovered that I could actually run as fast or faster than most of the Necromorphs. Therefore, if things got really hairy, I ran away. While I couldn't run away forever, it often got me to a better position from which I would then start fighting.

Navigation

Locator



Dead Space 3 features large areas, and it is easy to get lost in the many rooms, corridors, and open spaces. Luckily, your RIG is outfitted with a locator. Just click the locator button and a blue pathway will appear onscreen for a short time; this shows you where to find your next objective. Use it often to make sure you stay on course. However, feel free to explore off the locator path as you go. If you don't veer off the path, you will miss some useful items. You can use the locator to point you toward a suit kiosk or a workbench. While holding down the Right Stick, use the D-pad to change your destination.

Zero Gravity

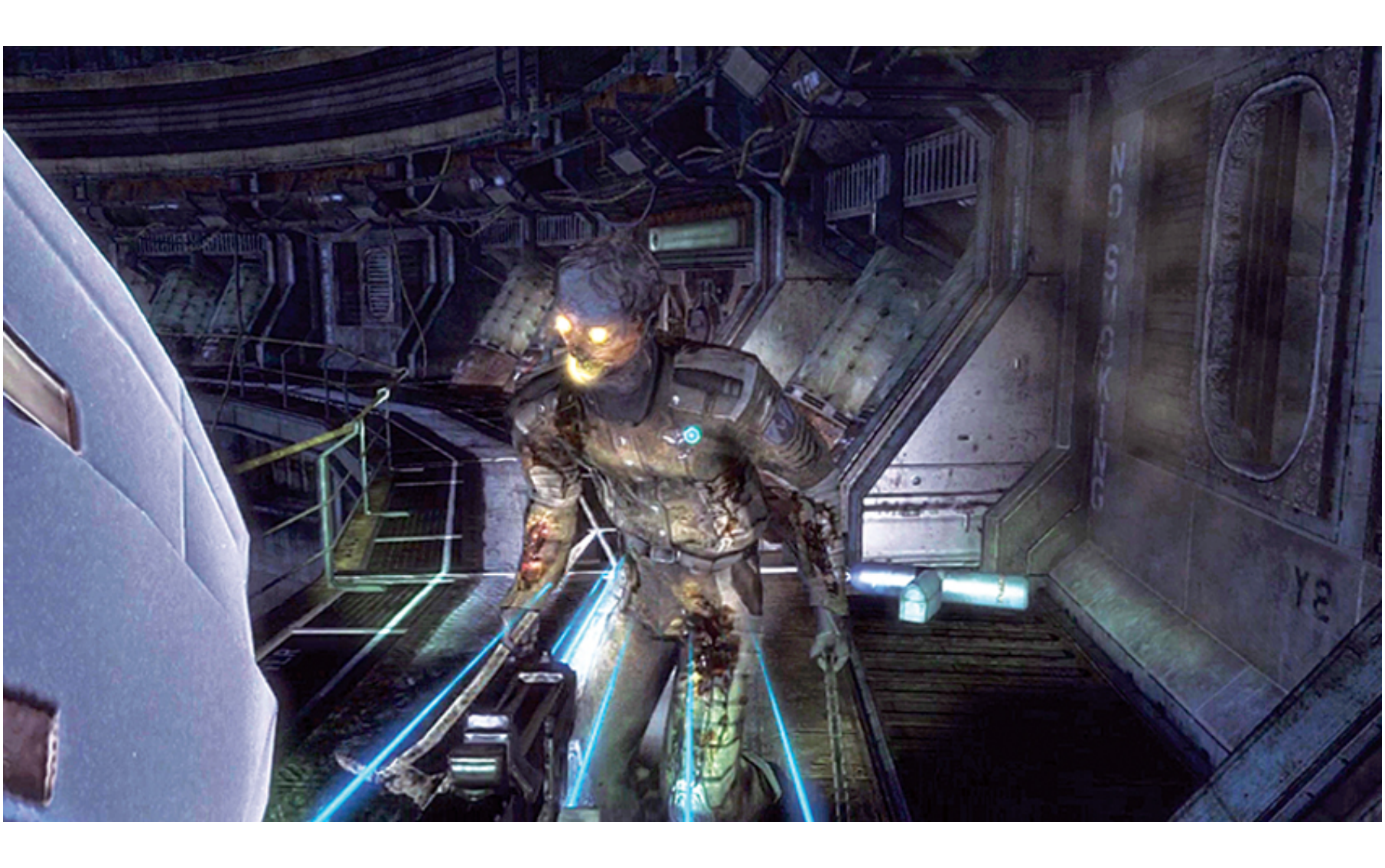
When in zero-gravity areas, your magnetic boots will keep you attached to the floor. However, you can disengage you boots by pressing the zero-G launch button. Move the left stick to float in any direction you want; use the run button to fire thrusters built into your suit for some additional speed. When you are near a surface, press the left stick again to engage your magnetic boots and begin walking around again.

ISAAC'S LOG

There are several areas in space and in facilities on Tau Volantis where there is no gravity. Luckily my suits are equipped with thrusters to help me maneuver in such environments. When operating in zero gravity, it is important to maintain a reference to the ground since it is easy to get turned around. Occasionally press the right stick to reorient yourself to the ground so you regain your sense of up and down. This can be beneficial when fighting in zero-G areas.

Using Weapons

Using weapons is a two-step process. You must first aim and then fire. Once you have a weapon equipped, hold down the aim button. This brings the weapon up to a ready position, and a reticle appears onscreen to assist in targeting.



Press the fire button to activate the weapon's primary fire. Many weapons also have an alternative-fire function or a second weapon. Press the alt-fire button to activate this feature or fire the second weapon. Some weapons can be fired at long range while others are for short-range combat. Some weapons fire rapidly with little damage while other weapons are slower but can kill an enemy with one shot. When fighting Necromorphs, you will need a variety of weapons and combat tactics to survive. You can carry up to two weapons in your inventory at one time. Visit a workbench to switch out weapons between your inventory and your safe.

When using weapons in combat, it is important to ensure that you have ammo for them. All weapons use the same type of ammo, so be sure to pick up any ammo you find. Also, reload your weapons frequently so that you are always ready for a fight. There is nothing worse than firing off one shot at the start of the battle and then having to immediately reload—while taking damage from an attack. Some of the weapons require a bit of finesse as you battle Necromorphs and require careful aiming for effective use.

ISAAC'S LOG

I learned that if I took my time and shot off the limbs of a Necromorph, dismembering it until it was dead, it actually took less time and ammo than merely blasting away at it would.

As you collect weapon parts and circuits, craft new weapons or upgrade your current weapons to give them different abilities. Try out all the different types of weapons to see which one works best for you.

Melee Combat

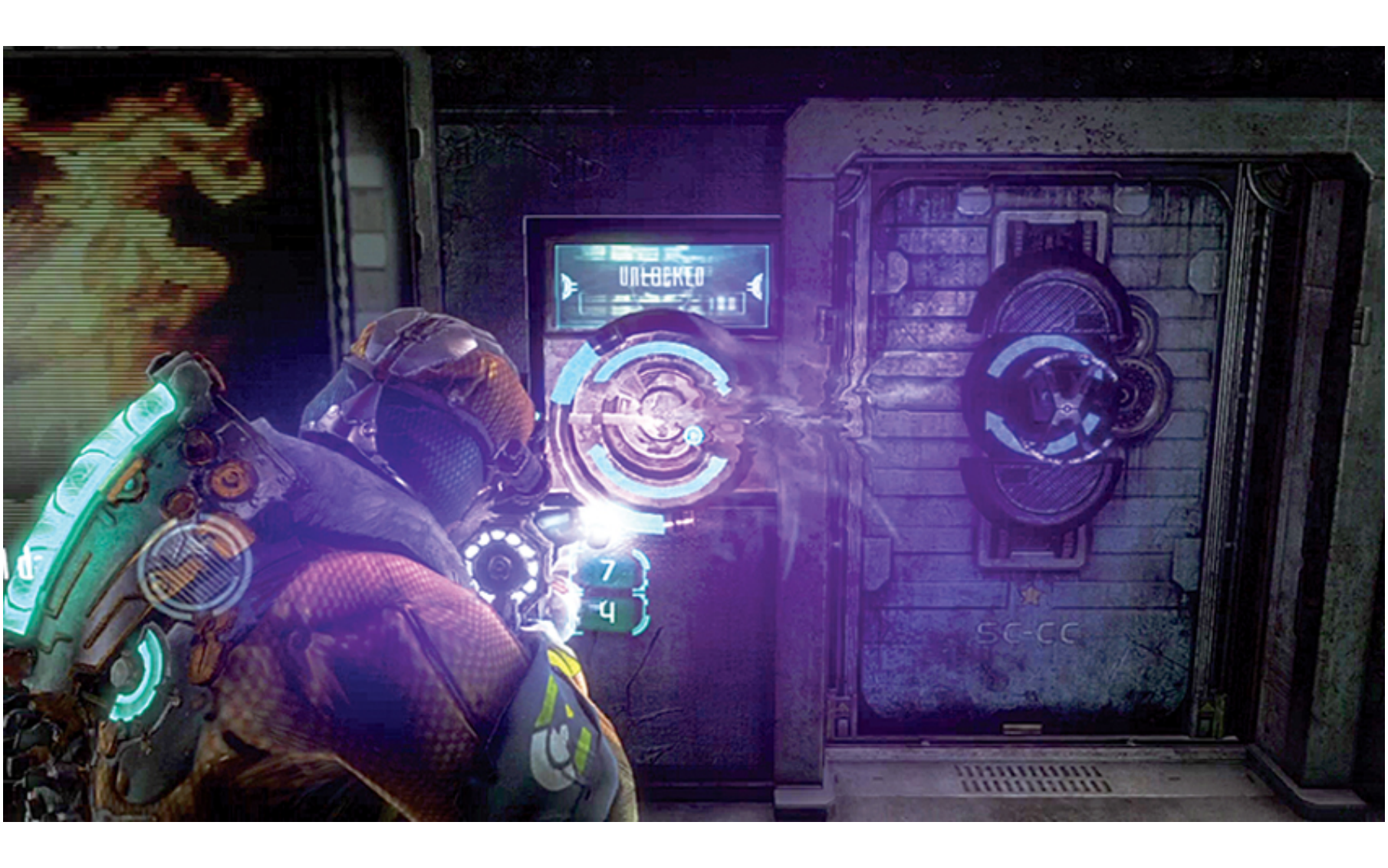
Necromorphs have a bad habit of jumping out at you from walls or dropping on you from ceilings. In those circumstances, you don't have time to aim and fire a weapon. Instead, you have to react with a melee attack. There are two types of melee attacks. Press only the fire button and you will swing your current weapon and damage your target. Keep hitting your enemy until it moves back or until you can get away; then take aim and fire your weapon. For smaller enemies or those on the ground, you can use your feet to attack. Press the stomp button to bring your foot down on the foe and cause some damage. Stomping is a good way to finish off an enemy that is barely crawling. In addition to inflicting damage on enemies, melee attacks can also be used to break open containers or bust fuses to open locked doors.

Some weapon parts allow you to perform melee attacks with a lot of damage. To use these, aim and then press the button to activate the weapon for the attack.

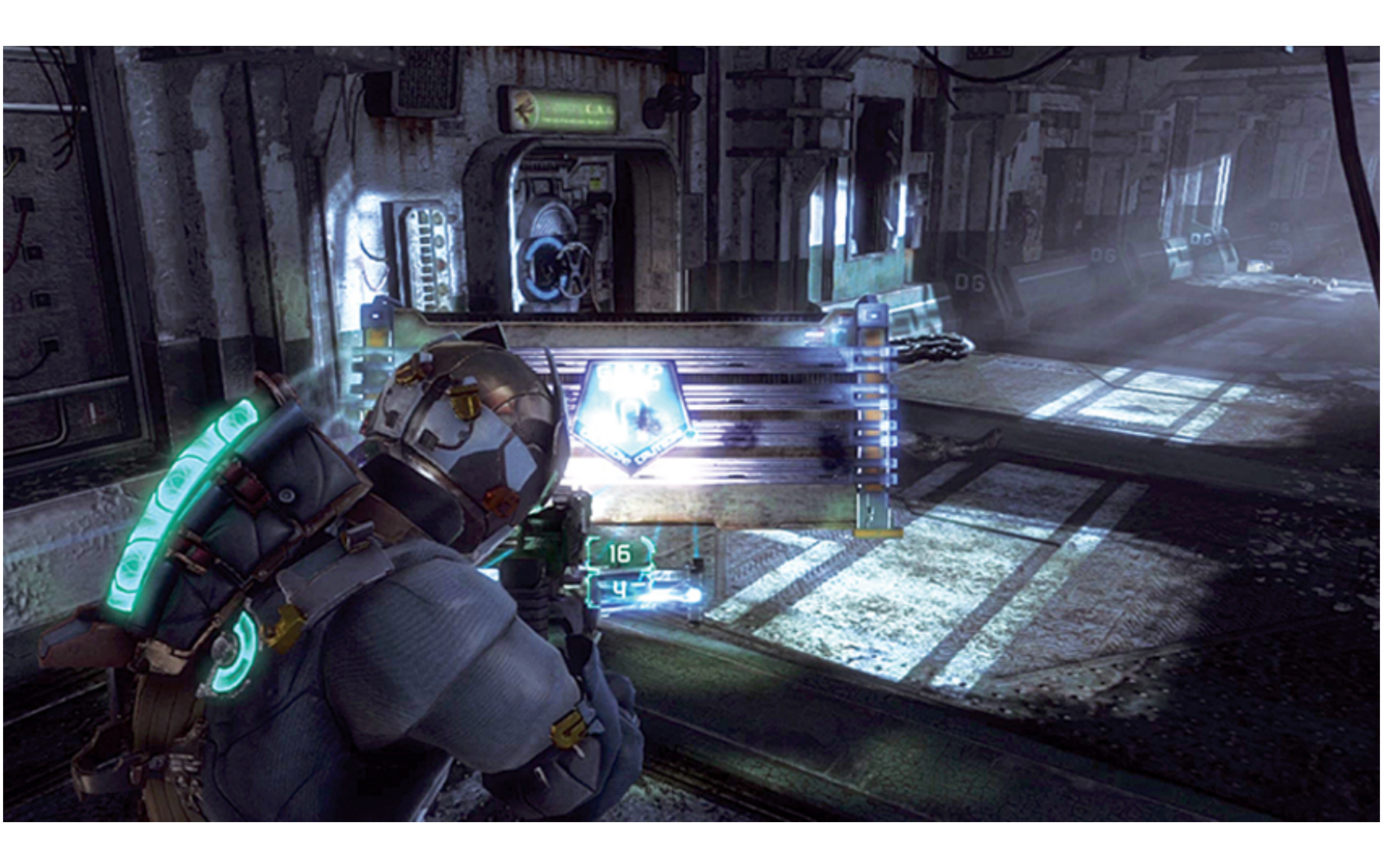
ISAAC'S LOG

I tried to avoid melee combat as much as possible. Of course, I would use it when a Necromorph jumped on me. However, getting in close enough for melee attacks is risky and you are more likely to get injured. When you have the choice, don't let enemies get into melee range if you can help it. Instead use weapons and keep them at a distance.

Kinesis



The kinesis module attached to your RIG allows you to manipulate gravity to move objects. To use kinesis, hold down the aim button, aim at the object you want to control, and then press the kinesis button. If it is an unattached object that is small enough to be moved, it will come and hover in front of you as long as you hold down the kinesis button. Release the button and the object will fall at your feet. This is a great way to pick up items that are out of reach or in an inaccessible area. When you are using kinesis to hold an object, you can also launch it toward a target by pressing the fire button. Some objects, such as spikes from dead Necromorphs, can be used as weapons. Just launch them right at your target. Other objects, such as explosive or stasis canisters, will cause extra effects when they strike a target. Since kinesis never runs out of power, don't be afraid to experiment with it.

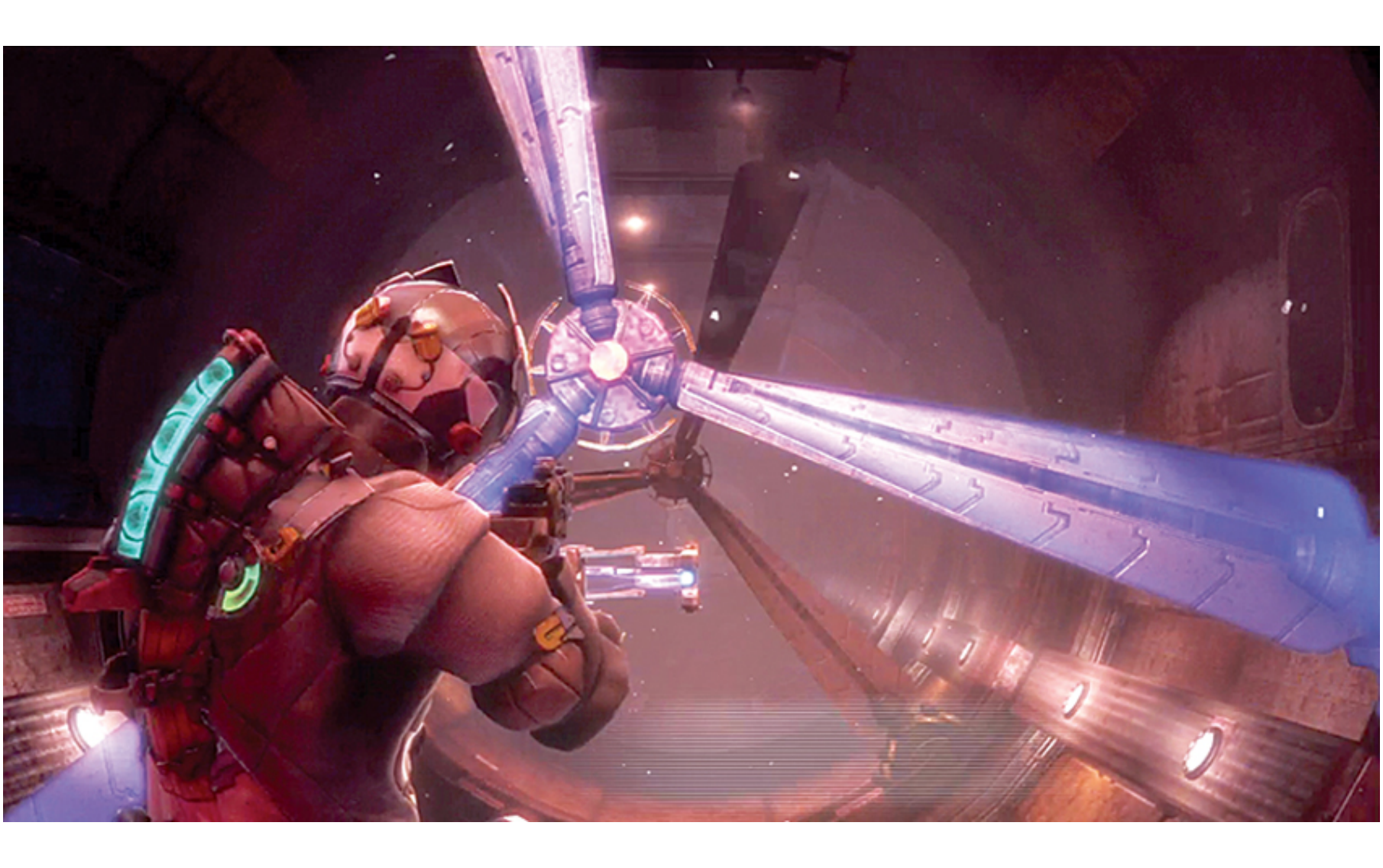


Kinesis also allows you to interact with some parts of the environment. Look for panels or other objects with a GRIP decal on them. You can use kinesis to remove panels to access circuitry behind them or to manipulate larger objects such as moveable walkways.

ISAAC'S LOG

Kinesis is necessary to solve some of the puzzles as you advance through the campaign. In addition to being a tool, kinesis is also a great weapon. If you aim at a spike on a dead Necromorph and press the kinesis button, you can pull the spike off the body and use it as a weapon. In addition, use kinesis when dealing with enemies that have explosives or projectile attacks. You can pick up an explosive sack from a dead Necromorph and launch it at other enemies to kill them.

Stasis



Stasis is another power you get from a module on your RIG. Unlike kinesis, which you can use as much as you like, your RIG has enough power to use stasis only twice when you first begin the game. You must then recharge it at a stasis recharge station or with a stasis pack, or wait until your stasis energy recharges on its own. To use stasis, hold down the aim button, aim at a target, and press the stasis button. Stasis will slow down whatever it hits. You can use it against Necromorphs to slow their movement and attacks against you. This is very useful when you're being assaulted by several of these enemies or by individual Necromorphs that are fast and powerful.

In addition to using stasis on Necromorphs, you can also use it on some objects in the environment. For example, if a door is opening and closing too fast for you to get through, use stasis to slow it down so you can pass through safely. Whenever something is too fast for you to get past or through, use stasis. Also, if you see some stasis recharge stations on the wall, chances are you will need to use this ability.

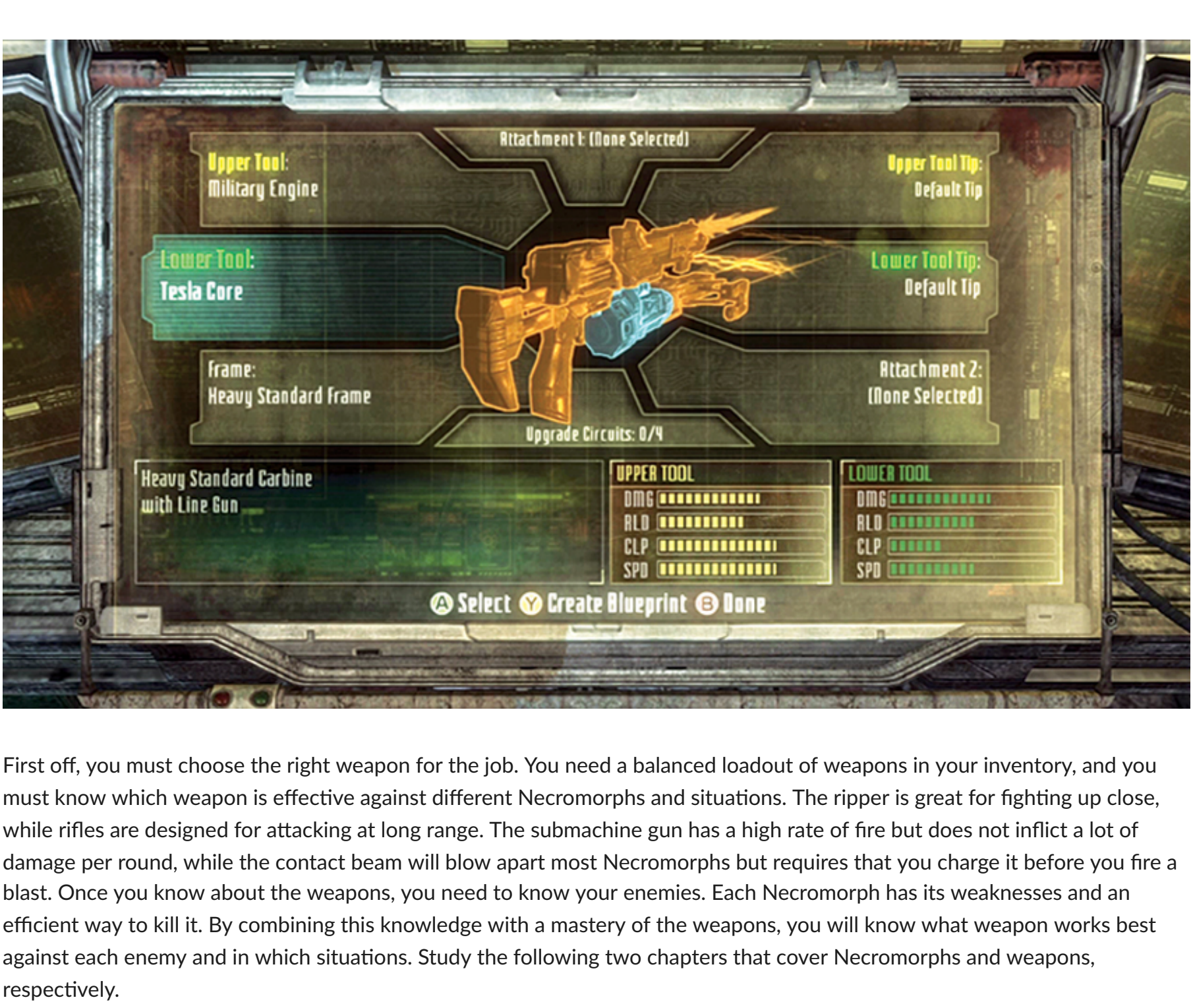
ISAAC'S LOG

Stasis is one of the first things you should upgrade. A fully upgraded stasis module will let you use stasis four times before it needs to recharge, it will recharge on its own quicker, and the stasis effects will last longer. If you want to survive and succeed, you must learn to master stasis. This is incredibly important when fighting against large and powerful Necromorphs.

Combat Tactics

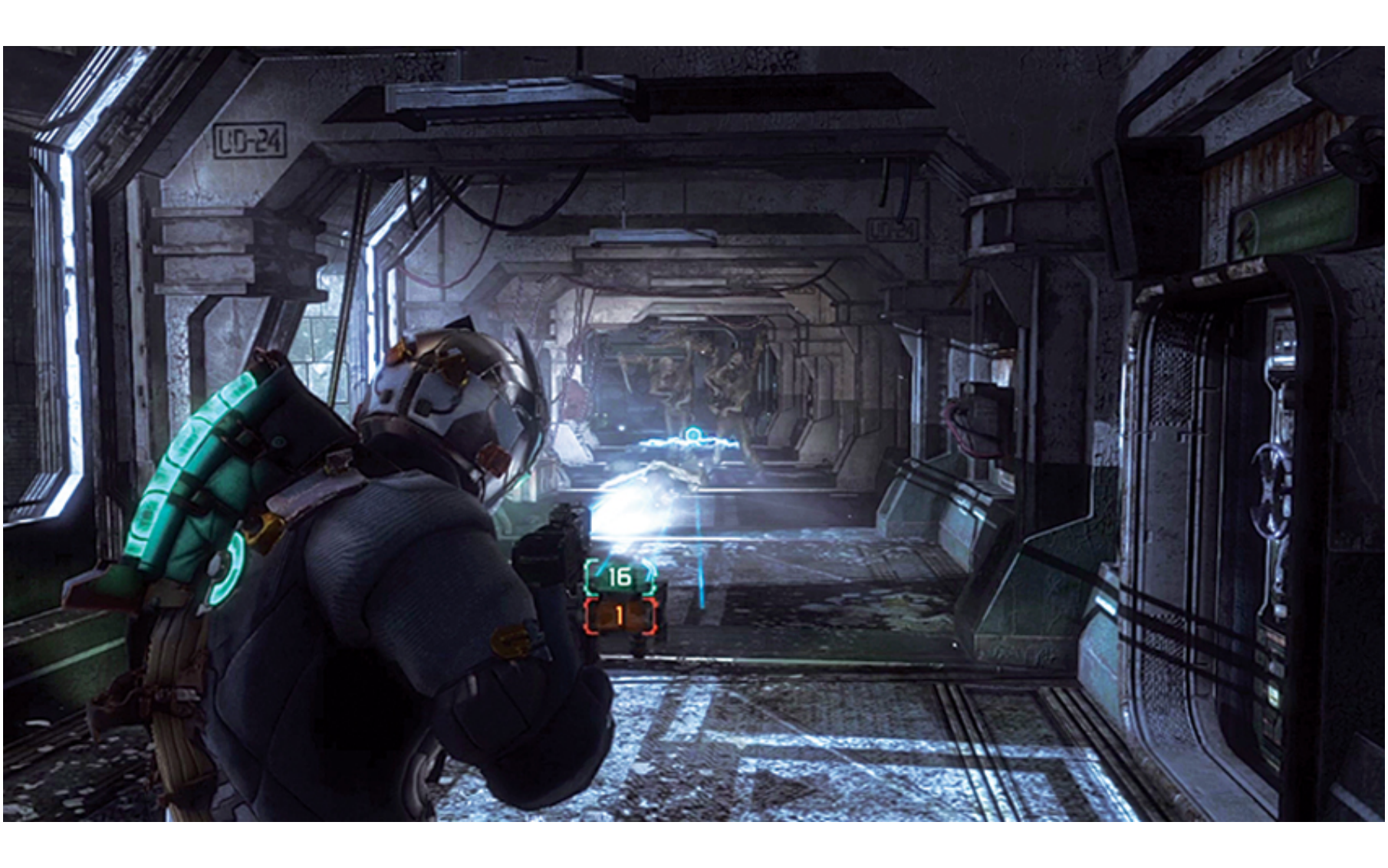
While anyone can merely fire a weapon, you must learn how to use your weapons effectively and use your brain if you want to succeed. Tau Volantis is a deadly place, and you can't survive by just blasting away at everything. You will run out of ammo or be overwhelmed by enemies. Therefore, it is vital that you learn combat tactics to give you an edge against the Necromorphs.

Choosing the Right Weapon



First off, you must choose the right weapon for the job. You need a balanced loadout of weapons in your inventory, and you must know which weapon is effective against different Necromorphs and situations. The ripper is great for fighting up close, while rifles are designed for attacking at long range. The submachine gun has a high rate of fire but does not inflict a lot of damage per round, while the contact beam will blow apart most Necromorphs but requires that you charge it before you fire a blast. Once you know about the weapons, you need to know your enemies. Each Necromorph has its weaknesses and an efficient way to kill it. By combining this knowledge with a mastery of the weapons, you will know what weapon works best against each enemy and in which situations. Study the following two chapters that cover Necromorphs and weapons, respectively.

Situational Awareness



As you advance through the campaign, it is important to think ahead and be prepared for surprise attacks. As you enter an area, look for duct vents on the walls and ceilings through which a Necromorph might jump out at you. Search for items and use alternate paths to reach your destination. For example, if you must move through a large open area, consider moving along the edges to prevent becoming surrounded. Select an appropriate weapon for the situation. For narrow corridors, choose a close-range weapon; in open areas, a longer-range weapon is often best. Finally, consider where you can run to if necessary. Is returning the way you came feasible, or should you just try to rush ahead to the next door and get through?

ISAAC'S LOG

Whenever I entered a new room or area, I took a few seconds to pause and look around. Usually when you enter a new area, you are not attacked immediately, so use this time to plan. My first decision was choosing the weapon to equip in case of attack. Next, I figured out where I needed to go and how to get there. I asked myself these questions: Are there alternate routes to the same destination? In case of trouble, where can I go to find safety? After a while, these considerations became second nature. I would enter an area, make my plan, and maintain situational awareness throughout. That is how you survive against Necromorphs.

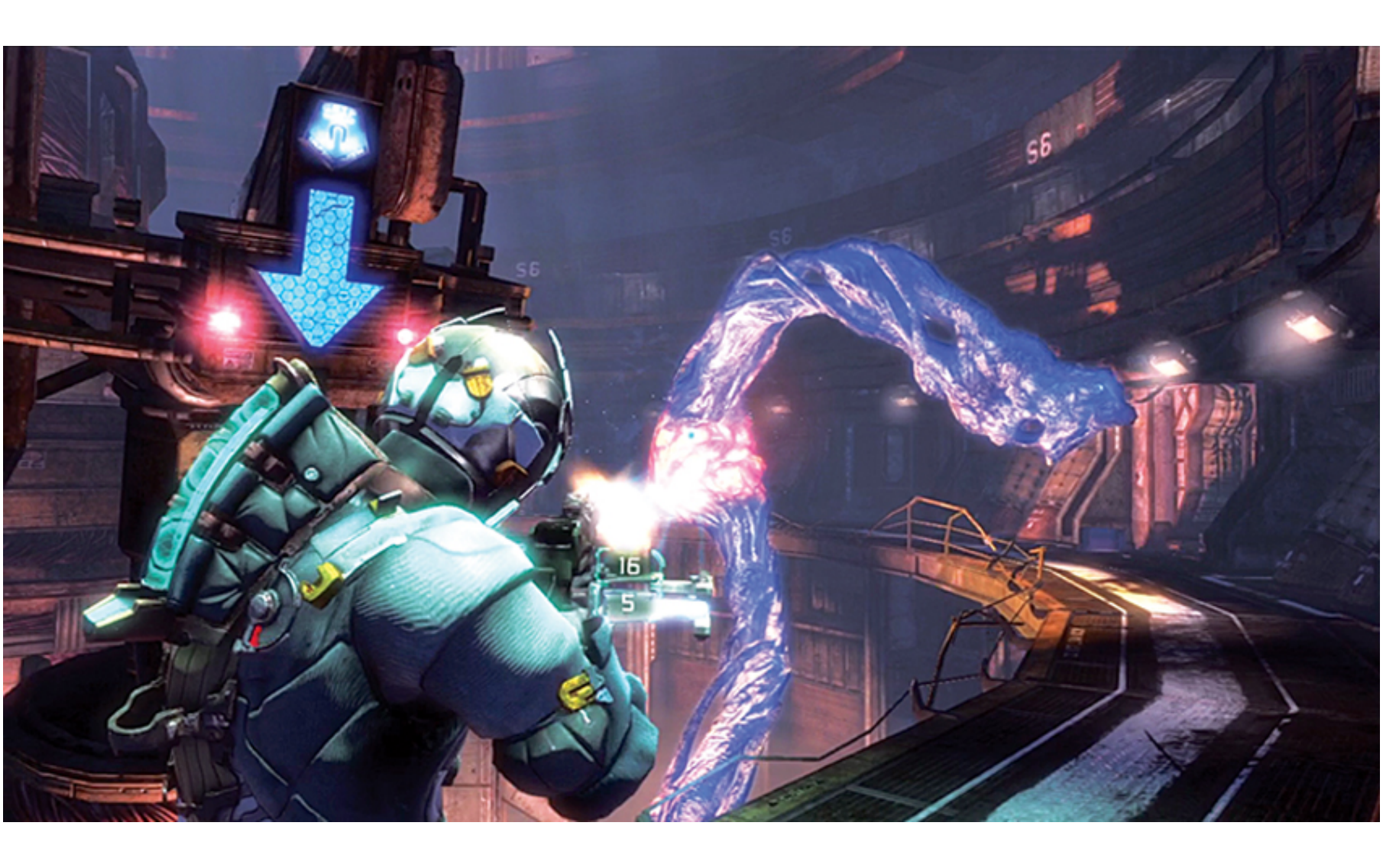
Using the Environment

As a part of situational awareness, it is important to know how to use the environment to your advantage. Look for obstacles that block movement. Search for objects you can throw at enemies to hinder them or objects you can use as weapons with the help of kinesis. Since some enemies have ranged attacks, you also need to consider cover. What can you move behind to avoid getting hit by acid or other attacks? Some objects, such as stasis and explosive canisters, have additional effects when you launch them at enemies. Also locate stasis stations in case you need to recharge your stasis during a fight. In addition, use the area's terrain to your benefit. Look for alcoves or narrow corridors where you can set up defenses such as detonator mines to help protect you. These spots are also great for holding out in so enemies can't surround you; focus your weapons and firepower in one direction, killing anything that comes into your sights.

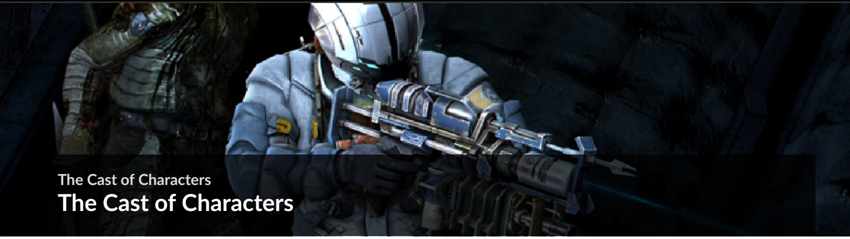
ISAAC'S LOG

I learned to look around for canisters or other items I could throw. If they were present, I knew I would need them. Therefore, I would either use kinesis to bring them closer to me and then drop them nearby for later use, or I would carry them as I advanced and use them on the first Necromorph I encountered. I also used containers to launch at Cysts and other small enemies to smash them or cause them to blow up.

Combining Your Abilities



While each of your abilities is great individually, they become even more effective and powerful when combined. Always consider how you can use stasis, kinesis, and weapons together. As mentioned earlier, stasis is an important ability and the sooner you learn how to use it in battle, the better off you will be. Hit enemies, either groups or individual, powerful Necromorphs, with stasis to slow them down. This gives you time to pick up an object with kinesis and launch it or to use a weapon to dismember or destroy the Necromorph while it is caught in stasis. Stasis alone can't kill, but it gives you an advantage when using other abilities. Another way to combine abilities is to shoot off an explosive sack from an Exploder or a Crawler, then pick it up with kinesis and launch it at other enemies. With a little bit of practice, using abilities and weapons together will become second nature.



The Cast of Characters

The Cast of Characters

The Humans

Isaac Clarke

Isaac Clarke started as a normal, everyday engineer of the Concordance Extraction Company (CEC). He was sent to investigate a communication blackout on the Ishimura, a planetcracker–class starship where his girlfriend, Nicole Brennan, was stationed. He discovered the crew had been murdered after finding a mysterious artifact called the “Marker” on Aegis VII. Worse, their bodies had been turned into grotesque, rampaging “Necromorphs.” He finds Nicole but later learns she is merely a figment of the Marker’s dementia and actually has been dead since his arrival. Isaac destroys the Marker and most of Aegis VII. A disturbing final visage of Nicole leaps at him as he barely escapes with his life.

Three years later, Isaac awakened with amnesia on the Sprawl, a giant metropolis orbiting Saturn. His encounter with the Marker on Aegis VII left codes in his head for how to build another Marker. In the middle of a fresh Necromorph outbreak, Isaac had to solve the crazed ramblings of both a fellow patient and his dead girlfriend in order to reach the Government Sector, all while being hunted by the government and the Church of Unitology. Along the way, Isaac teamed up with Ellie Langford, who helped him escape from the Sprawl after the destruction of the second Marker.

Now, many months later, Isaac is holed up in a Lunar Colony, regretting his failed relationship with Ellie. As he laments his predicament, he is forcibly recruited back into the battle against the Markers and the Necromorphs they produce by Captain Norton. Ellie has sent Norton to get Isaac’s help. You must use Clarke’s engineering skills to try to end the Marker menace once and for all.

John Carver

John Carver is one of the few EarthGov soldiers to survive the war waged by the Unitologists. Years of war have changed him—and ruined his relationship with his wife and son. Before he could patch up things with his family, they were killed during a Unitologist attack on his homeworld. As a result, Carver views his mission to help Isaac Clarke rid the galaxy of the Necromorph menace as a way of redeeming his past mistakes. Carver, along with Captain Norton, comes to get Isaac to take him to Tau Volantis.

Note

While playing the cooperative campaign, one player takes the role of Isaac Clarke while the second player controls John Carver.

Ellie Langford

Ellie was a fellow CEC employee—a heavy equipment pilot—who helped Isaac on the Sprawl. She is at least as smart as Isaac and has continued to search for a way to destroy the Necromorph menace, while Isaac wants to forget about the Markers. Their divergent paths were the end of their relationship. Ellie left the Lunar Colony and followed a series of clues to what she believes in the Marker homeworld—Tau Volantis. However after she left for this distant planet, all communications with Ellie and her team were lost. One of the reasons Isaac agrees to leave the Lunar Colony is to help find Ellie—and hopefully repair their relationship.

Captain Robert H. Norton

Captain Norton is an officer in one of the last surviving EarthGov military units. The others have been defeated and destroyed by the Unitologist forces. After Ellie left Isaac, she teamed up with Norton to pursue the Markers—and begin a relationship with him. Before Ellie went missing, she told Norton to find Isaac Clarke since he held the key to destroy the Markers. Norton finds Clarke on the Lunar Colony and is determined to gain his help—either peaceably or forcibly. Norton is hesitant to involve Ellie's old flame in this project, but once Ellie goes missing, Norton realizes that Clarke may be the only one who can help reunite him with Ellie.

Jennifer Santos

One of the “brilliant minds” working for the Marker Ops program, Santos has done her share of contributing to mankind’s downfall by relentlessly pursuing the answers locked within the Markers. She and her fellow scientists were convinced they were right, that the Markers could somehow save mankind from extinction. They didn’t recognize the danger until it was too late.

Now, a part of Ellie’s team, Santos actively works to stop the Markers, to undo what she helped to unleash. Santos is well-versed in anthropology, planetology, archeology, and computer science as well as all things Marker-related. While she has studied the Markers and prodded their secrets, no one but Isaac can communicate with them.

Gregory “Austin” Buckell

Recruited back in the day from the EarthGov Core of Engineers into the Marker Ops program, Buckell has pretty much seen it all. When the Marker situation got out of hand he was pulled onto the task force. The unique combination of his knowledge of the Marker Ops program and of military history, specifically the Sovereign Colonies involvement, was why Ellie chose him for her team.

Jacob Danik

Danik is one of the leaders of the Unitology religion and its military forces. A warrior and a priest, Danik carries his message from colony to colony, “liberating” the Markers that the EarthGov has built and studied in their laboratories. As he liberates these Markers, his army takes over the colonies and defeats the forces of the EarthGov. Soldiers and civilians alike are killed to bring about a rebirth that Danik and his followers believe the Markers will bring to mankind. Since Isaac Clarke destroyed two Markers, Danik views Clarke as a threat to the evolution of mankind into a new form.

Unitology Soldiers

Danik’s army is made up of fanatic soldiers who believe the religion he preaches and are willing to die for his cause. As such, these soldiers feel it is their duty to kill you for the good of mankind. These soldiers are armed with a variety of weapons. Most commonly, they carry shotguns for close-range attacks. Others carry rifles with an orange laser sight, which you can use to help locate and target them. The rocket launcher soldiers are more dangerous since their rockets can cause a lot of damage. The rocket launchers have a sight with three laser beams, so when you see it, get ready to move. The rockets move slowly enough that you can see them and roll out of the way to avoid getting hit.

Unitology soldiers can also throw grenades. Red grenades are explosive and cause damage, while blue grenades contain stasis and slow you down. Watch out for suicidal soldiers who carry explosive grenades and run toward you to detonate their grenade when they are near you.

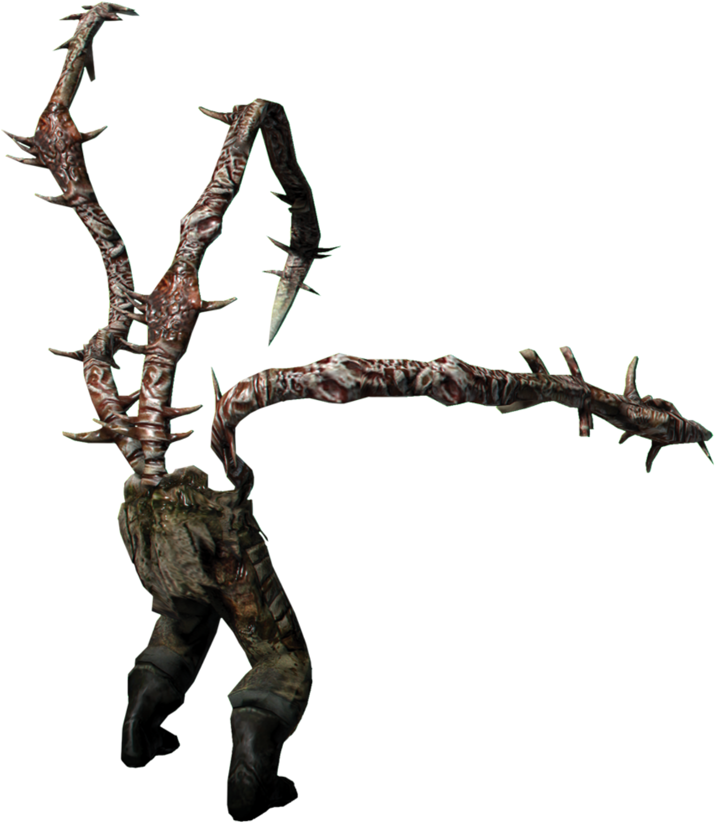
ISAAC’S LOG

Unlike Necromorphs that often attacked with melee attacks, when fighting soldiers, I always tried to take cover since the soldiers’ ranged weapons could cause a lot of damage. When a grenade was headed toward me, I would run to another place of cover or roll out of the way. I found that projectile weapons worked best against soldiers. Often a carefully aimed headshot was better then unloading a clip into a soldier’s body. I also liked hitting soldiers with javelins—especially those with an electricity attachment that would give them a voltaic shock as it penetrated them.

The Necromorphs

You will encounter many of the same Necromorphs Isaac Clarke fought against on the Ishimura as well as on the Sprawl. Necromorphs reproduce by reanimating and transforming dead flesh. They act like a virus as they mutate dead bodies into different types of Necromorphs, which in turn kill living beings to create more corpses so they can continue to multiply. Each Necromorph has its own type of attacks and unique vulnerabilities. To survive, you must know how best to defeat each of these terrors.

Wasters



This is the first Necromorph you encounter. They appear almost humanlike and often carry axes or other melee weapons that they use to attack. As you shoot them, the body falls apart and three tentacles emerge. Where the tentacles appear depends on where you attack. It is best to shoot off their legs to slow them down. Then the tentacles appear where the legs were while the Waster crawls toward you. However, if you shoot off the head or arms, the legs keep running toward you and the torso falls away as the tentacles appear and continue attacking you.

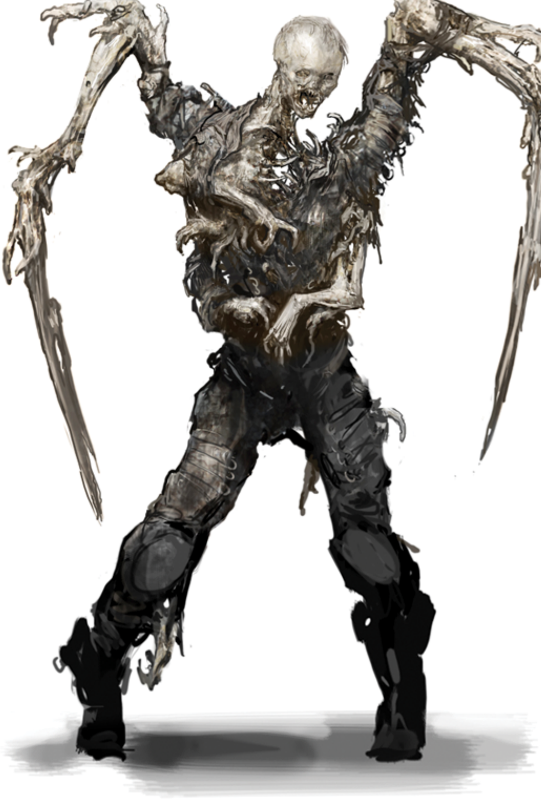
As you progress through the campaign, Super Wasters appear to attack you. These act similarly to the Waster, but the Super Waster can take a lot more damage before it is killed. Try to use some heavy firepower on these Necromorphs.

ISAAC'S LOG

I first fought against a Waster on the Lunar Colony. I had never seen a Necromorph like this. It used melee weapons to attack. Following my normal tactic of shooting off a Necromorph's legs to slow it down, I was surprised as three tentacles emerged from the torso as the creature used its arms to continue crawling toward me. I found a line gun worked well against Wasters. After shooting off the legs, another shot across the tentacles would sever all three and kill it.

Slasher

Slashers are another one of the first Necromorphs you encounter, and you will face them throughout the campaign. They have long, arms like scythes that are razor-sharp and can easily cut through flesh. With weapons such as the plasma cutter, you can dismember them piece by piece. Use the horizontal beam to shoot off both legs. Then sever the arms with vertical beams. This will usually kill the Slasher. However, if it survives dismemberment, stomp on it with your foot to finish the job.

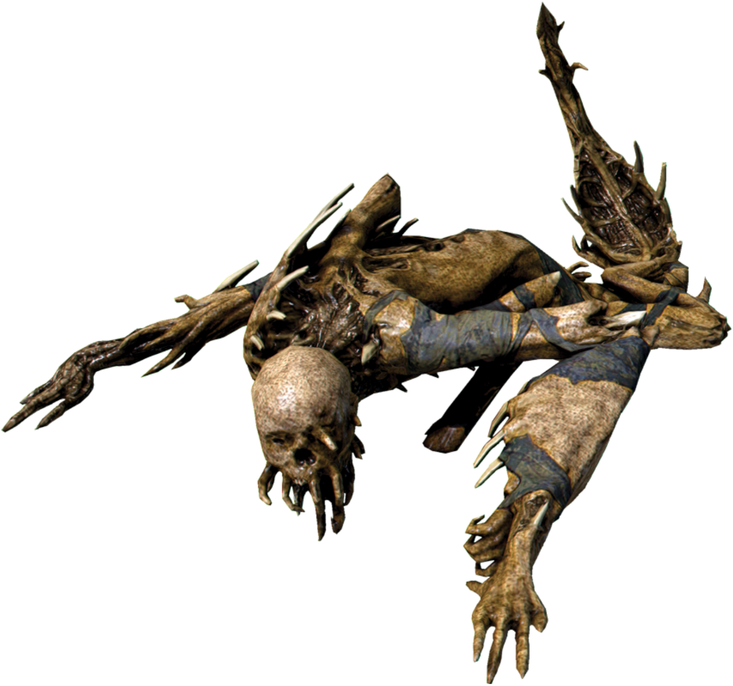


Later in the game you will come across Super Slashers. These Necromorphs no longer have any human skin or features and are instead covered in a dark, crusty, armorlike skin. These are much tougher to kill, since it takes several shots to blow off a limb. Use a powerful weapon such as the contact beam to kill these with a single shot or hit them with stasis and then quickly dismember them. The ripper is another good option when these Super Slashers get in close to you.

ISAAC'S LOG

Slashers are all over. I think I killed more of them than any other Necromorph. Slashers are fast, so remember to take out the legs as quickly as possible to slow down their advance. Even without their legs, Slashers will still crawl after you. I usually used a plasma cutter to dismember these foes.

Leaper



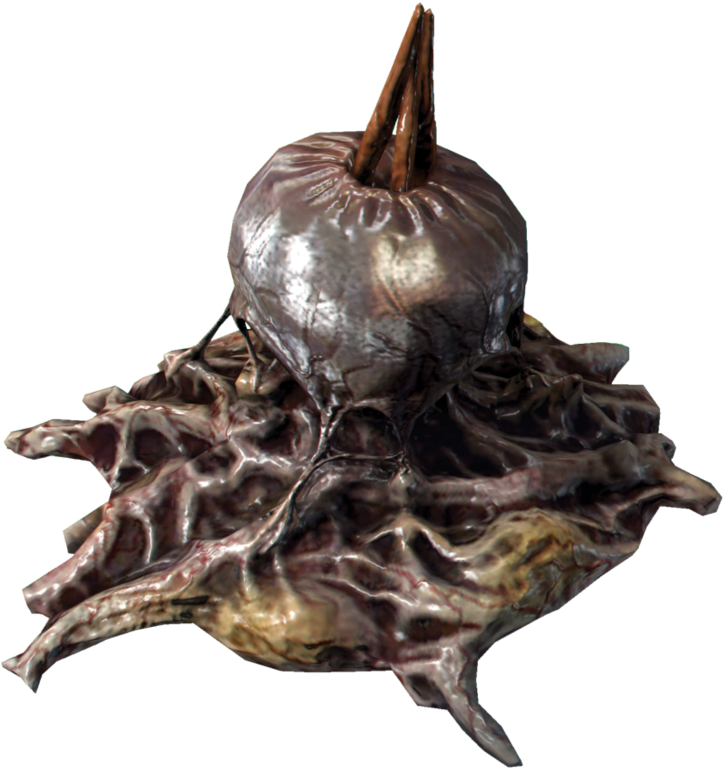
This Necromorph has no legs. Instead, it has a long, slender body that ends in a tail with a stinger. Leapers can crawl up walls and move across ceilings with great speed before they leap toward you to attack. When not jumping, they use their arms to crawl along the ground. They can be tough to hit with your weapons, so slow them down with stasis and then shoot off their arms.

Super Leapers have skin that is more bluish gray than regular Leapers. They are also tougher to eliminate. Use the ripper to kill them if they get in close. Otherwise, dispose of them at a distance.

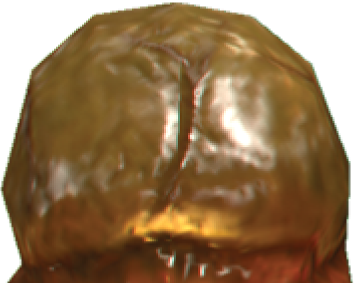
ISAAC'S LOG

I hate Leapers. They move so quickly and are so low to the ground that they are tough to hit with a plasma cutter. And don't even try using a javelin gun or other projectile weapon. I usually hit them with stasis to slow them down and then used a weapon with an area of effect, such as an explosive, to kill them. The force gun was good for blowing them back before they could attack. This usually stunned them just enough that I could get a shot at them with another weapon that inflicted more damage. I also found that the flamethrower worked well. I created a wall of flame in front of me and the Leaper would move right into it. The flames stopped the Leaper, and I could then add more fuel to the flames to kill it.

Cyst



Often you can hear the groans of these Necromorphs long before you see them. Cysts like to attach themselves to floors, walls, and ceilings,usually hiding in shadows where they are difficult to see. Cysts are only activated by movement in their proximity. When the sack opens and the short tentacles come out, it means the Cyst is ready to fire. You have a few options here: If it is on the floor, shoot it from a safe distance, which will trigger the explosive pod.



The pod will fly straight up, then back down and kill the Cyst. Or, if there are objects around, use kinesis to throw those instead; this will save ammo. If you are low on ammo, approach the Cyst to trigger it, then immediately run backward to avoid the explosion. If the Cyst is on the wall or the ceiling, trigger it to see if the pod's explosion will still hit it. If it won't, then use standard fire to kill it.

ISAAC'S LOG

It usually takes a couple of shots with the plasma cutter to kill a Cyst. However, as I became more familiar with these enemies, I realized they could actually be useful if there were other enemies around. I walked toward one to get it to launch its explosive sack. Using kinesis, I then grabbed the sack, aimed at another Necromorph, and launched it. The explosion usually killed or severely damaged the target. I could use the Cyst again to get more sacks—like my own personal explosive supply.

Puker

Pukers are dangerous and should usually be a priority target. The key to killing this Necromorph is keeping your distance. Never stay in one spot, as the Puker has two attacks. The standard puke attack spits acid and will damage you from several feet away. If the Puker is far away, it will target you with a sticky attack that slows your movement. It telegraphs this attack with a big inhale; this has a much longer windup than the standard puke attack. This attack doesn't do any damage on its own, but in a large battle, the loss of mobility can be a game changer. To defeat the standard attack, use strafing tactics and go for the limbs. Keep your distance as you do this, because the fluid that spurts out as the Puker dies will still hurt you.

Later in the game, Super Pukers will come after you. Hit these with stasis since it takes quite a bit of damage to take off their legs to slow them down. Once in stasis, blow them apart with a powerful weapon such as the contact beam.

ISAAC'S LOG

Pukers can move fairly quickly to get into range for their acid attacks. Therefore, as soon as I saw one, I either hit it with stasis to slow it down or shot off its legs. Then I took off the arms or hit it with a more powerful weapon to kill it. Shooting off a Puker's head does not stop it. Acid will still spew from its neck and can hit you. A javelin gun usually works well, especially if the weapon has an attachment that adds electricity or another damaging affect. Fire at the body. If the first javelin does not do the job, follow up with a second while it is still stunned from the electricity to finish it off.

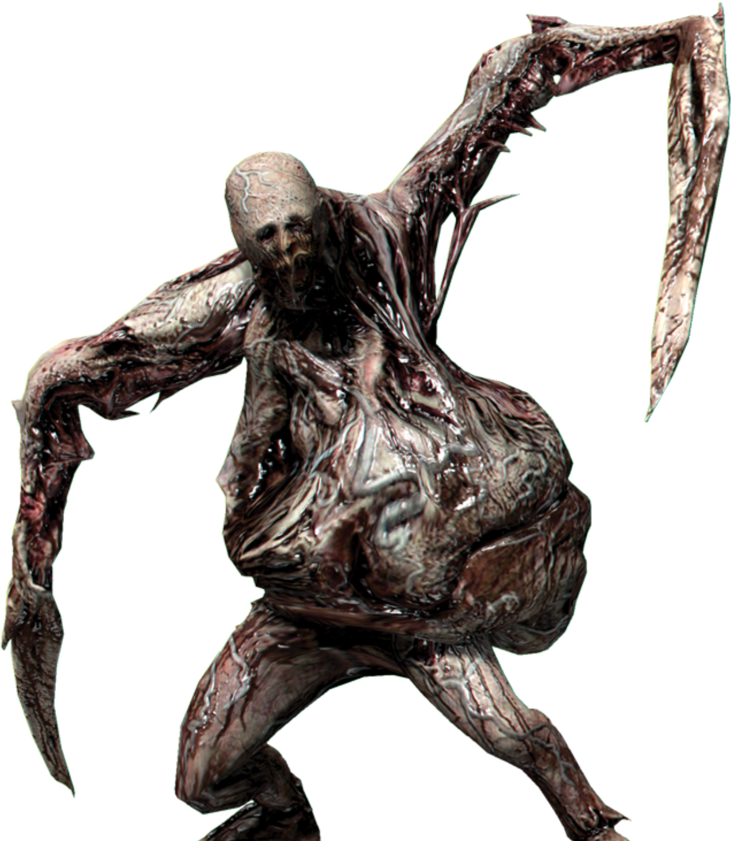
Feeder

Feeders are small, humanoid Necromorphs that charge at you and attack. They almost always attack in groups. They tend to run after you in a straight line, bunching up as they go. If space permits, run away from them for a few seconds to get a string of them following you. Then turn around, and fire a line gun; its line of energy can mow through them like grass. Feeders are sensitive to light. In fact, if you don't shine the light of your weapon at them by aiming, and stay at a distance, they will leave you alone and continue devouring corpses.

ISAAC'S LOG

Feeders are pretty easy to kill individually. A shot or two from most weapons will do the job. However, you usually have three or more coming at you at the same time. Therefore, a weapon with rapid fire makes a good choice, since it allows you to take down several Feeders at a time. A grenade launcher is also a good way to kill several of a pack at once. Aim at their feet and the blast will take out a group. If you have the ripper instead, back into a corner or against a wall to prevent being surrounded and then let them run right into your spinning saw blade.

Pregnant



These Necromorphs have long blades at the ends of their arms. They will try to get in close to attack, like a Slasher. While they look large and clumsy, they actually move quite fast. The first rule is to never shoot the sack in the belly. Doing so will release the Swarm, which will make any fight more difficult. Even worse, it won't kill the Pregnant, which will still crawl after you. Going for the leg shot is tricky, because you might hit the belly. Try hitting the Pregnant with stasis and then take off the blades and the head to kill it.

ISAAC'S LOG

I discovered that weapons such as the flamethrower worked quite well on the Pregnant. Even if the Swarm escaped, the flames would hit and kill them as well. Another tactic was using stasis and then putting a timed mine from the line gun next to the Pregnant. When it blew up, so did the Necromorph and everything inside.

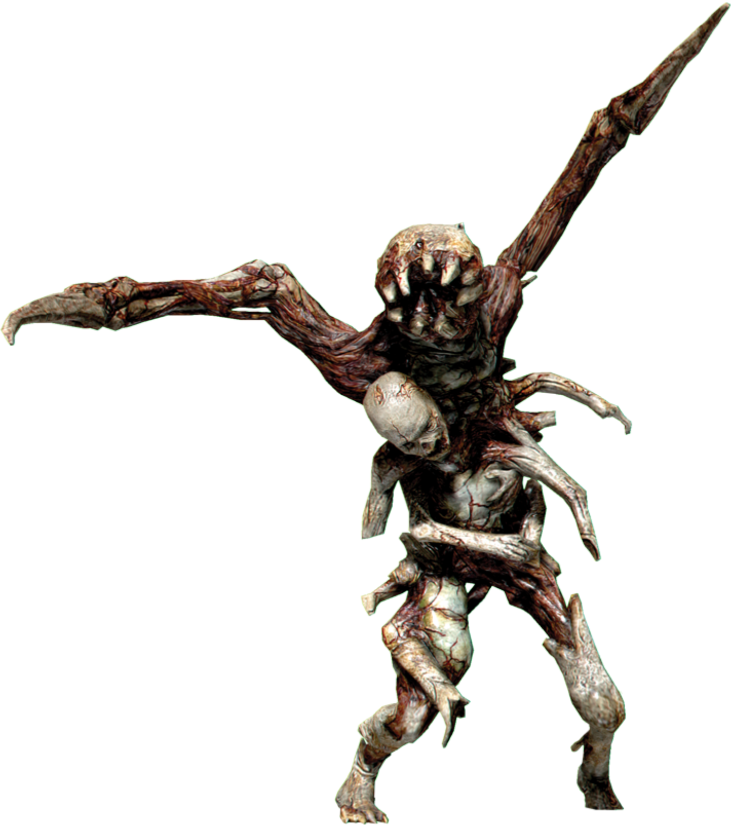
Swarm

These tiny Necromorphs will rush at you and try to jump on you to attack. Although they are weak on their own, a group of them crawling around can kill you and will definitely tip the fight in the Necromorphs' favor during a bigger confrontation. Use weapons that inflict area damage or something with rapid fire; these weapons will let you kill several Swarm once. When dealing with only a few (four or less), it's sometimes easier to let them jump on you; then quickly mash the action button to get them off, rather than wasting your ammo. Swarm not only attack you directly, they also can crawl into a corpse and infect it, turning it into a Necromorph—usually a Slasher or a Waster. Therefore, try to kill them before they get to the corpse.

ISAAC'S LOG

When Swarm were headed toward me, I found the submachine gun or a rifle worked well. I just fired a short burst at each Swarm and that was that. Also, the force gun's attack caused enough damage usually to kill several Swarm as it pushed them back away from me.

Spitter

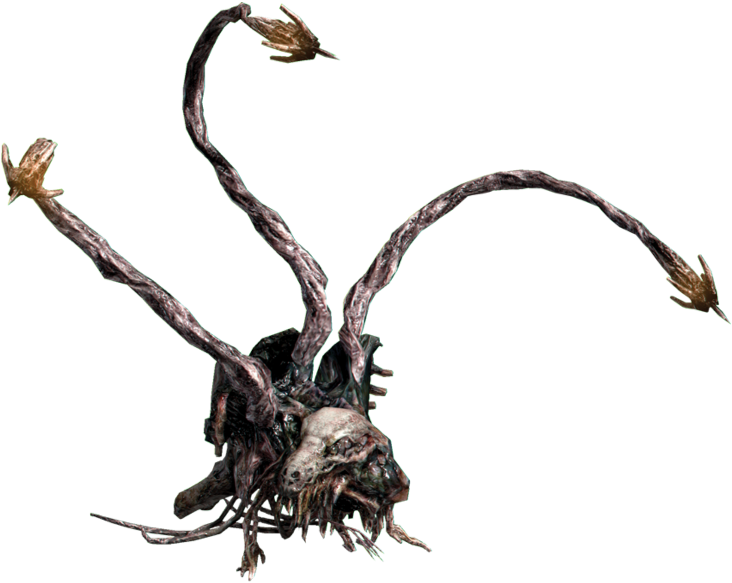


The Spitter looks very similar to a Slasher. In fact, when you first see them, you may mistake them for Slashers. However, they have a ranged projectile attack that can cause damage to you, unlike the Puker's long-range attack. You can dispatch Spitters using the same methods as the standard Slasher—take off its arms to kill it. Spitters move fast and if they get in close, they will use their long spikes to attack rather than spitting at you.

ISAAC'S LOG

When they are close, Spitters act just like Slashers, so I used the same tactics against them. However, at longer ranges, I had to watch out for their projectiles. I would hit them with stasis and then kill them. I also caught their projectiles with kinesis and launched them back at the creatures. When there were several Spitters attacking along with other enemies, my best strategy was to back away and either hit them with stasis or use long-range fire to kill them.

Lurker



These small Necromorphs can walk up walls and even across ceilings. Once they find a spot, they stop and extend three tentacles above their body. These tentacles will each fire a projectile at their target. If you see a line of three projectiles headed your way, follow their trajectory back to find the Lurker. The Lurker's body can absorb a lot of damage; don't fire here unless you have to. Instead, take your time and dismember the tentacles. Shooting off all three will kill the Lurker. If you try to move around a corner to escape the Lurker's field of fire, they will usually come after you so that they can continue firing.

Super Lurkers are just like Lurkers except they can take more damage. The key is to sever the tentacles to kill them.

ISAAC'S LOG

Lurkers can be a big pain since they usually attack at long range. A line gun shot just above the head will do wonders—cutting off all tentacles with one shot. I also found the javelin gun to be quite effective. Put a projectile or two right into the body and that is it.

Exploder

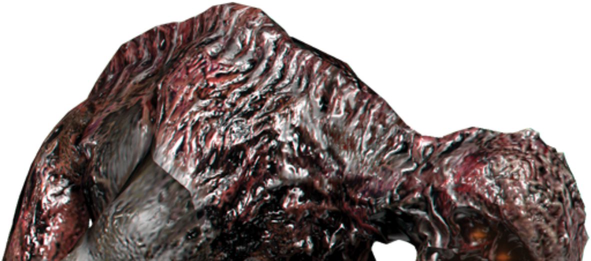
This suicidal Necromorph will shuffle toward you with a yellowish sack. This glowing sack will trigger a huge explosion that will instantly kill the enemy. This is great when it happens near a bunch of other Necromorphs, as it will deal huge damage to them. It's not so great when it happens next to you or next to a decompression window. If you hear the telltale scream that signals that this Necromorph is about to use its explosive attack, don't try to shoot it. Even if you do hit the sack, you'll be damaged by the explosion. Instead, run—or better yet, hit it with stasis and then run.

ISAAC'S LOG

When facing an Exploder, I aimed for the head and the shoulders. This usually killed the Exploder and left the explosive sack intact. I could then pick it up with kinesis and launch it at other enemies. However, if I did not have time to do this, I would shoot at the sack. This got rid of the Exploder and any other nearby Necromorphs.

Stalker

Stalkers are intelligent Necromorphs that work together to try to flank you. Your first glance of them is usually as they are moving behind cover and then peeking around a corner at you. When you see this, the Stalker is usually getting ready to charge. Try to back up to a wall so that they don't surround you. Rarely will they charge while you are looking right at them. Instead, they wait until you look away. When you see them peeking around a corner, you know they are preparing to charge. If you have a seeker rifle, put it in zoom mode and then shoot for the head. A single hit will usually kill a Stalker. If one starts to charge, hit it with stasis and then shoot off the arms to kill it.

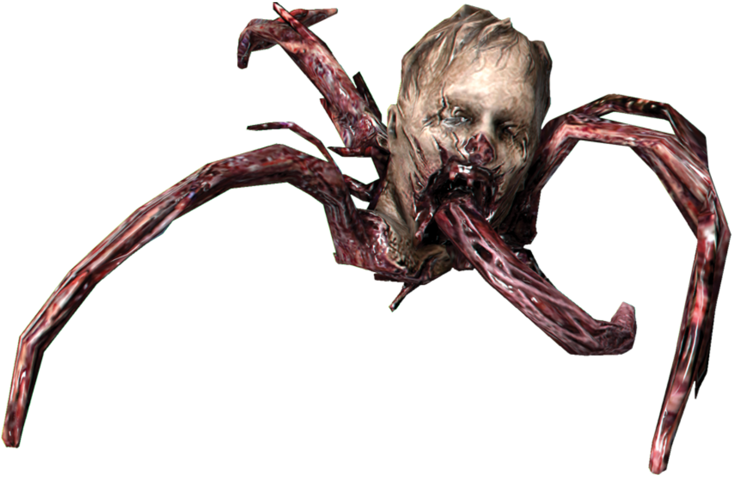


Later you will have to deal with Super Stalkers. They are tougher to kill. Hit them with stasis to slow them down and then cut them up with a ripper. While they are in stasis, use the contact beam to blast them away.

ISAAC'S LOG

Unless you are using a high-power projectile weapon, don't shoot at their heads while they are peeking. They will simply duck back behind cover quickly. The line gun is a great weapon for dealing with Stalkers, since it has a wide beam that causes a lot of damage. Aim at their shoulder level while they are charging; a single shot will almost always kill them.

Creeper and Shambler



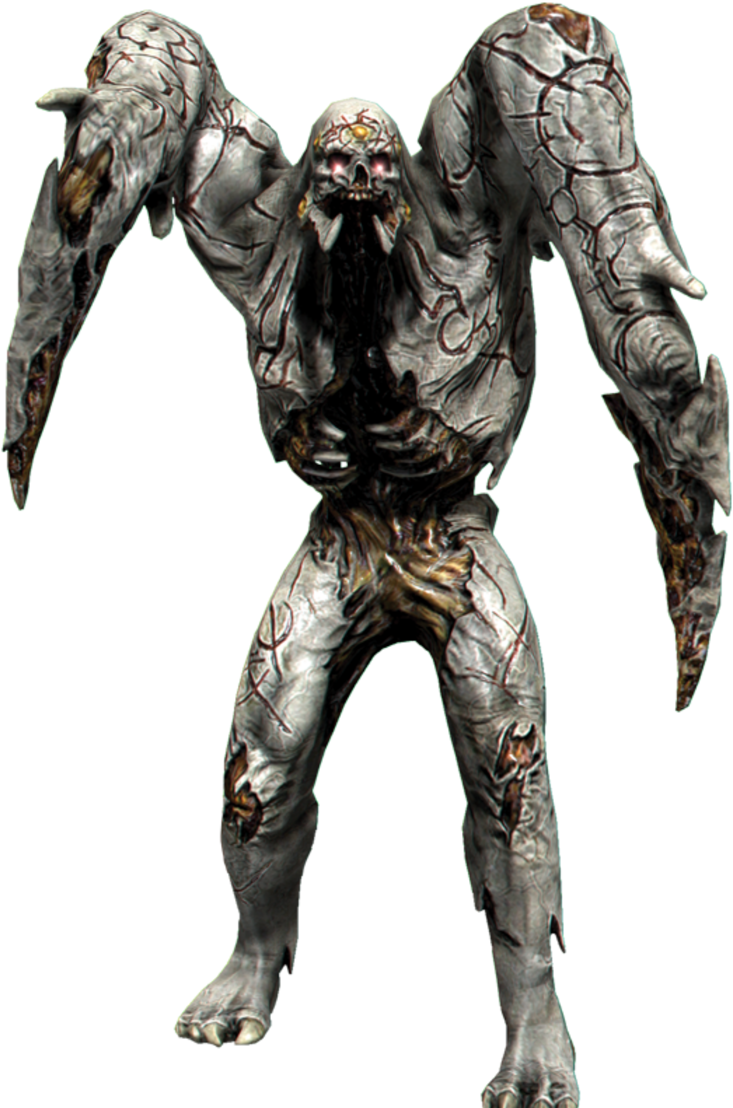
Creepers are small Necromorphs that look like a head with some spiderlike legs. They crawl around the ground and when they find a corpse, they animate it into a Shambler.

Unlike other Necromorphs, Shamblers can use the weapons the corpse was holding, such as pistols or rifles. Luckily, they are not as good shots as humans, but they still offer a threat at medium range. When you kill a Shambler, the Creeper crawls away to find another corpse to reanimate and thus continue attacking you. To prevent this, you must kill the Creeper before it can get into another corpse.

ISAAC'S LOG

When I faced several Shamblers, I focused on one at a time. As soon as it went down, I shot at the Creeper to kill it. This was a lesson I learned the hard way. In one fight, I must have killed a dozen Shamblers because two Creepers kept crawling back and forth between the corpses. I also discovered that hitting a Shambler with stasis gave me more time to kill it and the Creeper as well. Weapons with a stasis ability did the same thing.

Hunter



The Hunter appears in only a few places during the campaign and cannot be killed. As soon as you dismember it by shooting off all of its arms and legs, its body will quiver on the floor and then regenerate all of its limbs and begin coming after you again. Weapons such as the contact beam will only push it back, not dismember it. Stick to weapons that will take off limbs. Since you can't kill the Hunter, shoot it to stop it temporarily, and then keep moving.

ISAAC'S LOG

I used stasis a lot when dealing with Hunters. I would shoot off the creature's legs and then hit it with stasis. Without legs, the Ubermorph had to crawl, which slowed it down. Then stasis made it nearly immobile, which bought me some time. When it got close to me again, I shot off its arms and hit it with stasis again to slow down the regeneration phase. The key to fighting the Hunter is to damage it, slow it with stasis, and then run away. Since it will follow you, sometimes using the ducts to get around closed doors, always be ready to use the same tactics.

Guardian

Guardians are large Necromorphs that attach themselves to walls and block corridors. Don't try to run past them, since they have an instant-kill attack. As soon as it detects you, the Guardian starts throwing out Swarm that can infect corpses and turn them into Necromorphs. If an explosive canister is around, use it to kill the Guardian with one shot. Otherwise, go for the tentacles that come out and attach to the wall. There are a lot of them, and they can retract, so using stasis will let you take out several in a row.

ISAAC'S LOG

Whenever I faced a Guardian, I found that the tentacles could be difficult to hit as they flailed about. Therefore, I used stasis to slow it down, then severed the tentacles.

Nest

This giant Necromorph can be tough to kill unless you know what to do. As with all Necromorphs, the glowing sacks are the weak spots. The Nest is stationary; however, its arms wave around, making the weak spot difficult to target. In addition, it will fire projectiles at you. After it launches its projectiles, the waving arms will remain motionless for a few seconds. This is your time to attack. Dodge the projectiles and then shoot at the glowing sacks. When you destroy all three, the Nest dies.

ISAAC'S LOG

When facing a Nest, I would hit it with stasis to slow it down so I could then shoot at and sever the three tentacles. I often found them in space and other zero-gravity areas.

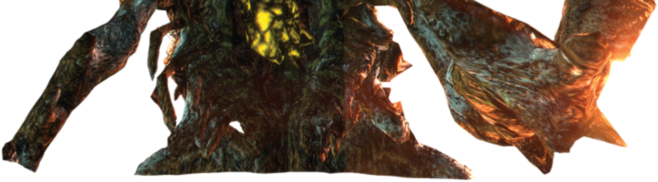
Leviathan Tentacle

These tentacles often reach up from a lower level so all you see is just the tips of the tentacles. They flail about and try to hit you to cause damage. The key to killing them is to aim for the yellowish infected tissue. Hit the tentacle with stasis and then aim for the tissue to cut off the end of the tentacle so that it retracts and stops attacking.

Snow Beast

This large Necromorph is very difficult to kill. In fact, you can't kill it with any weapons you carry. Instead, you just cause enough damage that it runs away. For this enemy, you want to use stasis to slow it down. Then shoot off the tentacles that appear. The orange, infected flesh is the weak spot, so aim for that. Then after the tentacles are gone, this beast opens its maw to attack. Shoot at the orange sacs that are revealed to drive this Necromorph away.

Nexus



The Nexus is one of the largest Necromorphs you ever have to face and is the Hive Mind made from the race of Tau Volantis aliens. You fight only one during the game. It attacks by trying to hit you with its tentacles, it shoots out eggs from which Super Feeders emerge, and then tries to suck you into its mouth. Aim for yellowish infected tissue on this creature to cause it damage. If you get sucked inside, kill the Nests in its gut to finally kill this Necromorph.

Twitcher

You face this Necromorph later in the game. It has large blades on its arms. However, what makes it so dangerous is its speed, which it has because the Necromorph absorbed the stasis module that was on the corpse. Twitchers can quickly move across the room to slash at you and then move away. Hit these enemies with stasis to slow them down so that you can then take them out. Listen for their distinctive sound; it may be the only warning you get before you start taking damage.

Alien Necromorph

As you enter the alien city, you find that the Necromorphs are not only able to turn humans into their own, they can also change aliens into Necromorphs. These new Necromorphs are tough to kill since they can take lots of damage. Use stasis to slow them and then hit them with your heaviest weapons. As with other Necromorphs, aim for the limbs. Sever them to kill the creature.

Alien Crawler

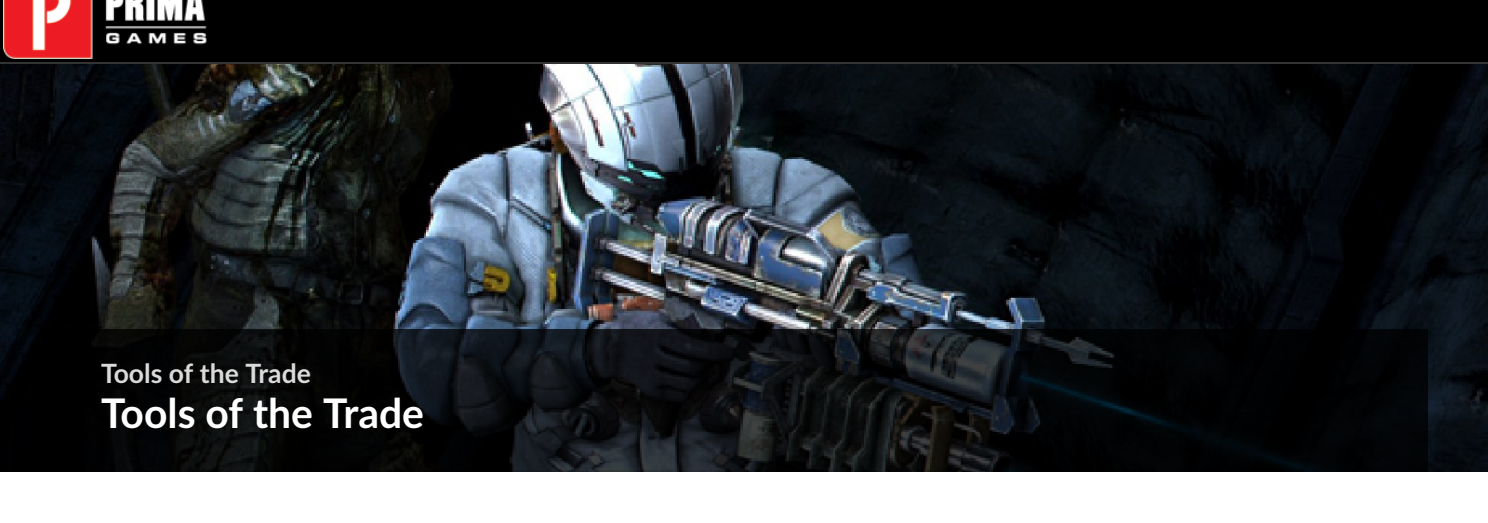
As their name implies, these small Necromorphs crawl toward you to attack. Unlike most other Necromorphs that are reanimated human corpses, these are infected alien corpses that have been turned into Necromorphs. They can crawl down walls and out of holes in the wall. When they get close, their yellowish explosive sack will blow up and injure you. Keep your distance, as most points on this Necromorph are weak spots that will trigger an explosion. Use it to kill other enemies in the vicinity. If you can, shoot off the head, which will leave the explosive sack intact. Use kinesis to pick this up and throw it. Using kinesis to throw a blunt object into the Crawler can also sometimes kill it and leave the sack intact.

ISAAC'S LOG

The easiest way to kill an Alien Crawler is just to shoot it. One shot into the yellow sack will blow it up, damaging anything nearby—including you. Shooting off the head can be tough when they are coming straight toward you. Instead, try to do this as they are moving sideways or down a wall so that you can aim at the head without having to worry about your shot penetrating the explosive sack.

Medusa

Appearing only in zero-gravity areas, Medusa are best to be avoided. If you get close, they have a devastating melee attack. They can also fire projectiles that home in on you. Therefore, engage them at long range and kill them before they can attack. Aim at the large yellowish sacs or shoot off their tentacles to kill them.



Tools of the Trade

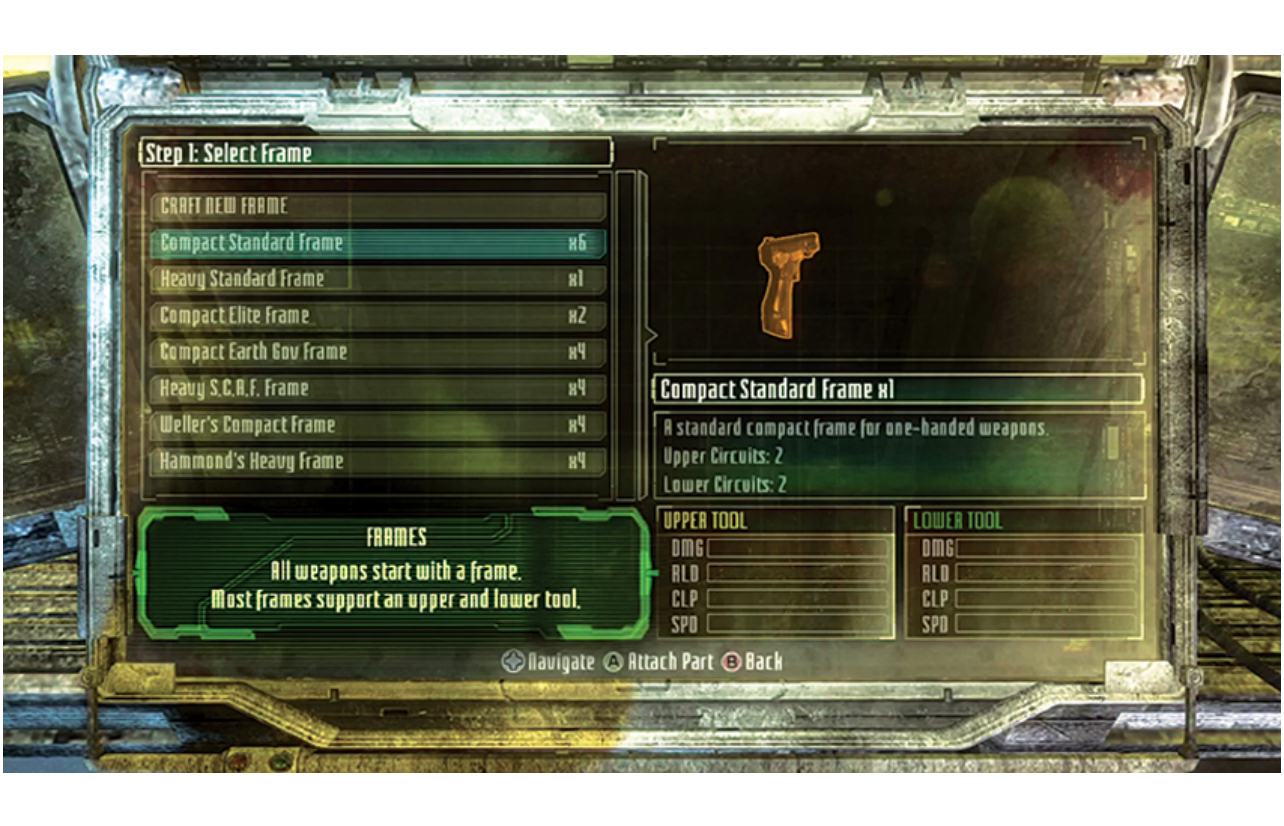
Tools of the Trade

Crafting Weapons

As an engineer, Isaac Clarke is familiar with a wide range of tools and equipment. However, these same tools can serve as weapons in the fight against the Necromorph hordes. At workbenches, Isaac can use his skills to take parts and resources and use them to craft weapons. When crafting a weapon, you begin with a frame. There are different sizes of frames and some frames can hold more tools and circuits than others. You then add one or two tools to the frame—an upper tool and often a lower tool. Tools are the weapons. For each weapon, you can select a tip. Tips can change the way the weapon functions. Next, you can select an upper and a side attachment. Attachments can affect the projectiles of the weapon or add other effects. Finally, as you find circuits, you can insert them into the weapon to modify damage, reloading time, clip size, and rate of fire. If you are proud of your weapon and want to keep the idea, make a blueprint of the weapon. Let's take a look at the various parts you can use to craft your own weapons. You can also upgrade existing weapons—even blueprint weapons, to make them better or to fit your style of play.

> **ISAAC'S LOG**
>
> I really enjoyed experimenting with weapons. Since there were workbenches in many places, if I did not like my current weapons,I could easily modify or switch them out. As I advanced across Tau Volantis, I kept my eyes open for weapon parts so I could craft new and more powerful weapons. I also found that different people favor different weapons. The weapons that I thought awesome did not always impress John Carver. Of course, as an engineer, I preferred weapons made of tools while Carver usually went for military-type weapons.

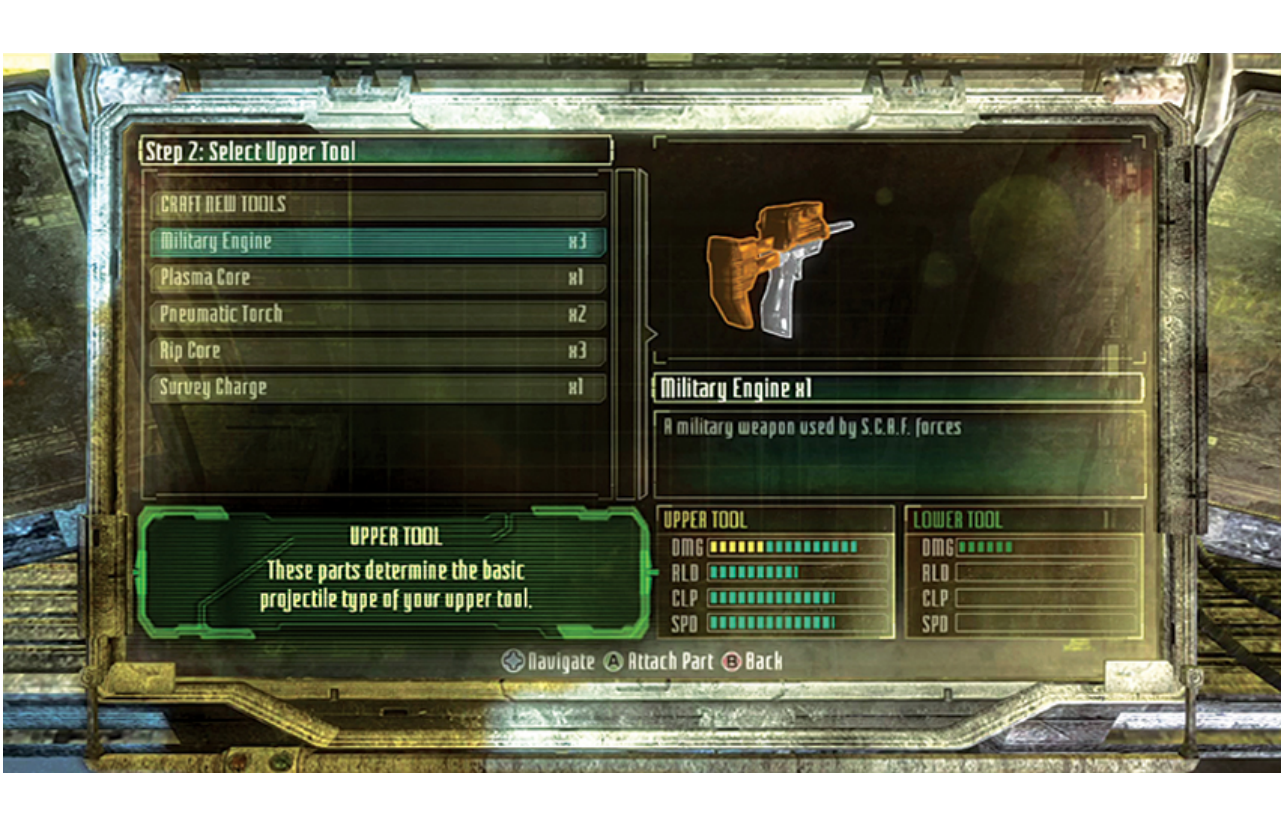
Frames



All weapons start with a frame. When selecting a frame, you want to pick one that will provide the slots you need.

Name	Description	# of Tool Slots	# of Circuit Slots
Compact Standard Frame	A standard compact frame for one-handed weapons	2	4
Heavy Standard Frame	A standard heavy frame for two-handed weapons	2	4
Compact Elite Frame	An elite compact frame for one-handed weapons	2	8
Compact EarthGov Frame	A compact frame with built-in upgrades	2	2
Heavy S.C.A.F. Frame	A heavy frame with built-in upgrades	2	2

Tools



Tools are the meat of the weapon—the part that causes damage. After you have a frame, you can attach one or two tools, depending on the number of tool slots. Most tools can be placed in either the upper or lower tool slots.

Name	Description
Military Engine	A military weapon used by S.C.A.F. forces
Plasma Core	A cutting tool that fires ionized plasma fuel
Pneumatic Torch	An incendiary device fueled by compressed gas
Rip Core	A short-range suspended saw blade tool
Survey Charge	A seismic tool that fires explosive canisters
Telemetry Spike	A mining tool that fires tempered alloy bolts
Tesla Core	An engine for high-current electric welding
Hydraulic Engine	A cutting tool resembling a bayonet, used for clearing large areas

> **ISAAC'S LOG**
>
> The type of weapon created using a tool can depend on the frame. For example, a compact frame with a pneumatic torch makes a blow torch, but if you use a heavy frame, it becomes a flamethrower.

Modules

Modules are tools that can be placed in the lower tool slot. However, they are not weapons in themselves. Instead, they modify the weapon in the upper slot.

Name	Description
Electrocution Module	Electrocutes the last shot fired
Explosion Module	Causes the last shot fired to explode
Rotator Cuff Module	Allows primary tool to rotate 90 degrees
Canister Recovery Module	Allows recovery of last deployed canister

Tips

Every weapon has a default tip. However, by adding a different tip, you can change the way the weapon operates or the type of projectile.

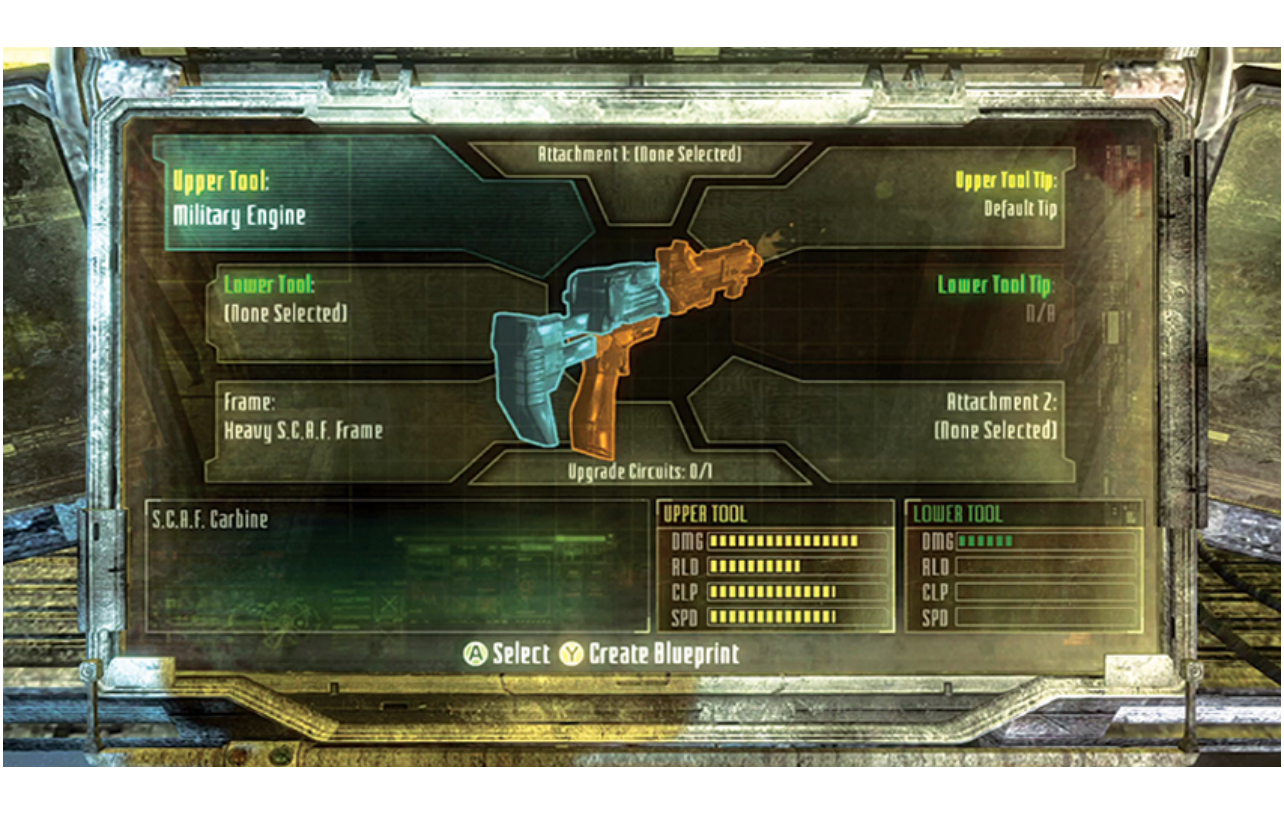
Name	Description
Directed Ejection Field	Fires effect or projectile in short, forceful impulses
Directed Suspension Field	Enables kinetic suspension of effect or projectile
Repeater	Applies automatic fire to effect or projectile, for increased rate of fire
Compressor	Compresses effect or projectile into a more compact, intense form
Conic Dispersal	Disperses effect or projectile into a short-range, spread pattern
Diffraction Torus	Allows effect or projectile to spread around the point of impact
Precision Adaptor	Focuses effect or projectile for increased accuracy and lethality
Rail Accelerator	Accelerates effect or projectile at high speed with penetrating force

Attachments

Attachments are just that—attachments that you can add to your weapon. Some can be placed only on top of the weapon, such as scopes, while others must be on the side of the weapon. Most attachments can be placed in either location. Attachments can modify projectiles, add abilities to the weapon, or can have an effect on the user or their co-op partner.

Name	Description
Stasis Amplifier	Stasis shots have larger radius
Ammo Box	Automatically reloads after last shot
Ammo Sweeper	Automatically picks up nearby ammo
Explosion Amplifier	Increases the radius of explosions
Ammo Support	Increases ammo efficiency for self and partner
Damage Support	Increases partner?s damage with all weapons
Medic Support	Health packs consumed by user also heal partner
Stasis Support	Stasis packs consumed by user also recharge partner
Safety Guard	Prevents user from taking damage from his own weapons
Scope	Military scope for long-range aiming (top only)
Full Zoom Scope	Prototype military scope for advanced long-range aiming (top only)
Electric Charge	Electrifies projectiles to cause small amounts of voltaic damage (side only)
Acid Bath	Coats projectiles in acid that does damage over time (side only)
Stasis Coating	Coats projectiles with a very small amount of stasis (side only)
Flame Glaze	Adds fire to projectiles (side only)

Crafting Guide



Here is a table that shows how the combinations of frame, tool, and tip can create different types of weapons. Think of it as a cookbook for crafting.

Weapon	Frame	Tool	Tip
Submachine Gun	Compact	Military Engine	Default
Revolver	Compact	Military Engine	Compact Directed Ejection Field
Plasma Cutter	Compact	Plasma Core	Default
Plasma Disperser	Compact	Plasma Core	Compact Conic Dispersal
Plasma Repeater	Compact	Plasma Core	Compact Directed Ejection Field
Blowtorch	Compact	Pneumatic Torch	Default
Compact Suspended Ripper	Compact	Rip Core	Default
Ripper	Compact	Rip Core	Compact Directed Ejection Field
Rivet Gun	Compact	Telemetry Spike	Default
Arc Welder	Compact	Tesla Core	Default
Carbine	Heavy	Military Engine	Default
Pulse Rifle	Heavy	Military Engine	Repeater
Seeker Rifle	Heavy	Military Engine	Precision Tip
Shotgun	Heavy	Military Engine	Conic Dispersal
Assault Rifle	Heavy	Military Engine	Compressor
Galvanizer	Heavy	Military Engine	Directed Suspension Field
Force Gun	Heavy	Plasma Core	Default
Kinetic Projector	Heavy	Plasma Core	Compressor
Contact Beam	Heavy	Plasma Core	Precision Tip
Flamethrower	Heavy	Pneumatic Torch	Default
Magnesium Afterburner	Heavy	Pneumatic Torch	Compressor
Cryogenic Torch	Heavy	Pneumatic Torch	Precision Tip
Heavy Suspended Ripper	Heavy	Rip Core	Default
Heavy Ripper	Heavy	Rip Core	Directed Ejection Field
Grenade Launcher	Heavy	Survey Charge	Default
Detonator Mine	Heavy	Survey Charge	Directed Ejection Field
Line Gun Mine	Heavy	Survey Charge	Compressor
Knockback Detonator	Heavy	Survey Charge	Rail Accelerator
Incendiary Grenade	Heavy	Survey Charge	Diffraction Torus
Rocket Launcher	Heavy	Survey Charge	Directed Suspension Field
Javelin Gun	Heavy	Telemetry Spike	Default
Javelin Repeater	Heavy	Telemetry Spike	Repeater
Rivet Shotgun	Heavy	Telemetry Spike	Conic Dispersal
Chain Gun	Heavy	Telemetry Spike	Diffraction Torus
Line Gun	Heavy	Tesla Core	Default
Tesla Beam	Heavy	Tesla Core	Precision Tip
Bouncing Bolas	Heavy	Tesla Core	Compressor
Anchored Bolas	Heavy	Tesla Core	Directed Suspension Field
Bolas Cutter	Heavy	Tesla Core	Repeater
Chain Lightning Gun	Heavy	Tesla Core	Diffraction Torus
Hydraulic Eviscerator	Heavy/Lower Slot	Hydraulic Engine	Default
Hydraulic Hammer	Heavy/Lower Slot	Hydraulic Engine	Conic Dispersal
Ground Diffractor	Heavy/Lower Slot	Plasma Core	Diffraction Torus
Hydraulic Knife	Compact/Lower Slot	Hydraulic Engine	Default

Strapped

Craft a weapon to earn this award.

Circuit's Edge

Earn this award when you add a circuit to a weapon.

Initial Weapons

Submachine Gun

This weapon is given to Isaac by Carver when they first meet. It is also the weapon that the soldier in the Prologue uses. It is a small, rapid-fire weapon. While each round does not inflict much damage, the high rate of fire makes up for this. While it is effective against soldiers, it takes a lot of ammo to kill a Necromorph with one of these.

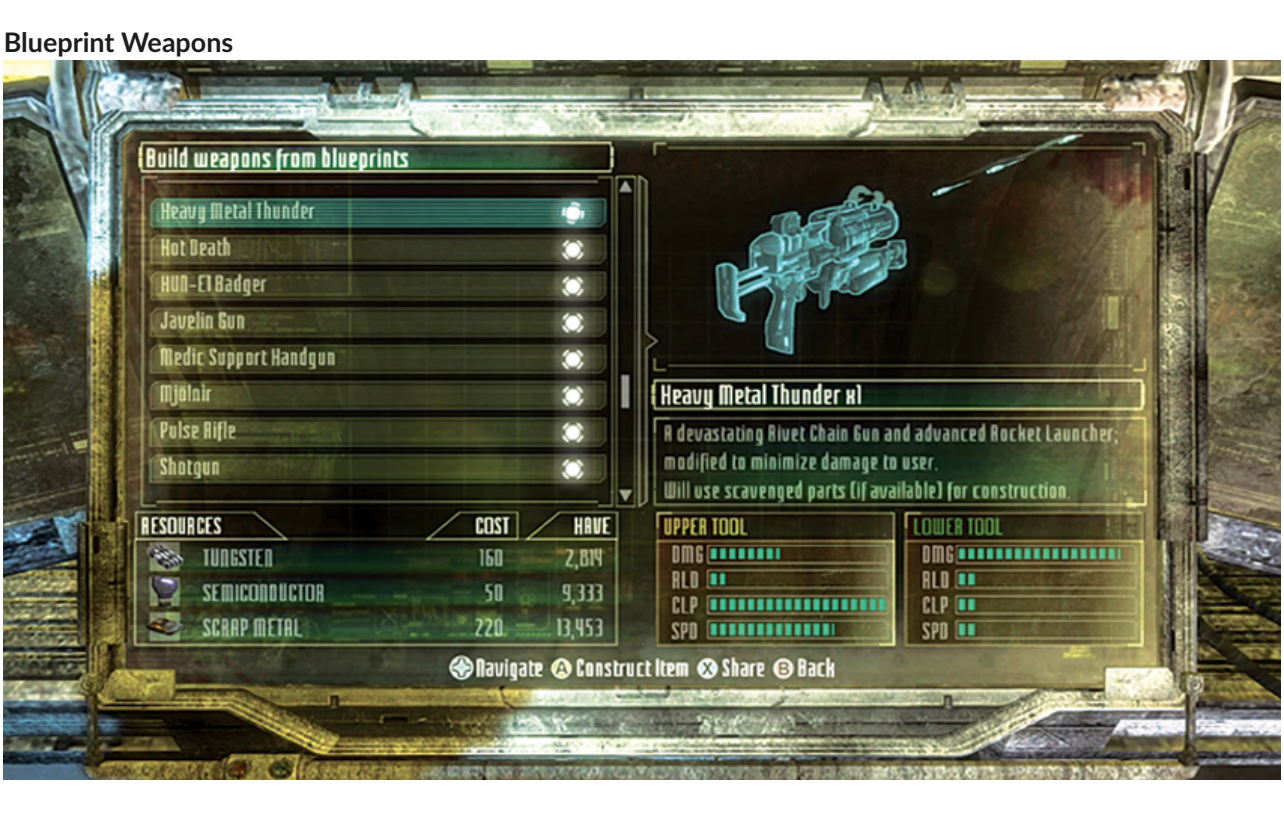
> **ISAAC'S LOG**
>
> While I had a submachine gun while on the Lunar Colony, as soon as I got to the Roanoke, I upgraded it. I still kept the submachine gun weapon tool, but placed it in the second weapon slot under my line gun. This gave me some extra firepower for Necromorphs that got in close or for when my line gun clip was empty and I did not have time to reload.

Plasma Cutter

This high-energy tool is designed for cutting through minerals. Therefore, it will have no trouble slicing through Necromorphs. The plasma cutter fires three projectiles in a linear formation. You can change it from vertical to horizontal mode by pressing the alt-fire button. Use it in horizontal mode to cut off legs or tentacles. Vertical mode is best for cutting off arms.

> **ISAAC'S LOG**
>
> Of all the weapons, I found the plasma cutter was probably the most useful. Since the most effective way to kill Necromorphs is to dismember them, I used the plasma cutter to cut off limbs. In vertical mode, I shot off the arms. That would usually put a Slasher down. However, if they were coming at me fast, I switched to horizontal mode and shot off a leg or two. That gave me some time to then switch back to vertical and sever the arms. Since ammo was somewhat limited, I tried to conserve it as much as possible. You have to think like a surgeon rather than a soldier. The plasma cutter, while not the most powerful weapon, can be used against all types of Necromorphs.

Blueprint Weapons



As you advance through the campaign, you can find blueprints for twelve different weapons. While you can craft various weapons on your own, many of the blueprint weapons are unique and have certain features that you can't craft by yourself. Instead, you must have the blueprint and use it to build the weapon. Then you can customize or upgrade the blueprint weapon. Be sure to find all the blueprints since some of these weapons are very powerful and will help you tremendously in the fight against the Necromorphs.

Basic Line Gun

The line gun fires a horizontal beam that is wider than the plasma cutter. This weapon can cut two legs off a Necromorph with a singe shot and is even great for firing at groups bunched together. The line gun also causes more damage than the plasma cutter, which makes up for its slower rate of fire. This is one of the first weapons you can craft at the workbench on the *Roanoke* .

> **ISAAC'S LOG**
>
> I found the line gun to be very effective against Necromorphs. While it was slower to fire and reload, each blast packed a lot of punch. Whenever I was attacked by several enemies at once, I would whip out the line gun and fire at the legs to drop them all to the ground. I used this weapon for quite a while until I had blueprints and resources to craft better weapons.

Bolas Gun

This weapon has dual bolas guns that afford a variety of tactical options. It is modified to automatically reload after emptying the clip. The top weapon fires a electric bola that can travel a distance and even bounce off the ground or walls. When it hits an enemy, it does considerable damage. The lower weapon also fires a bola. However, this one flies out and one end anchors to the ground while the other end spins around. This acts similar to a land mine as it damages anything that walks through it.

> **ISAAC'S LOG**
>
> The bolas gun I built from the blueprint was awesome. In fact, I used it considerably on Tau Volantis. As enemies were rushing me, I fired the second weapon to create a barrier through which they had to move. Often these anchored bolas would take off the Necromorphs' legs. I then finished them off with the flying bolas. Since the weapon automatically reloaded itself, I save a lot of time and could keep up the firing.

Contact Beam

The contact beam is an energy projector that deals heavy damage. To use it, hold down the fire button to charge a high-intensity blast. Then release the button to fire it at a target. The blast will blow apart most Necromorphs with a single shot. The downside is the charge time. The weapon's alternate attack is great for clearing the area around you when there are lots of enemies close at hand. Press alt-fire and you blast kinetic energy into the ground to push away all nearby objects. This can give you a chance to then use the primary fire.

> **ISAAC'S LOG**
>
> I grew to really appreciate the contact beam. It is a powerful weapon. Since its function is somewhat similar to the force gun, I put my force gun in the safe and carried the contact beam with me quite a bit of the time after I built it. One of the first things that I did was upgrade the weapon with a stasis attachment. This not only pushed the enemies back, but also put them briefly in stasis. This allowed me to use a weapon rather than my stasis module to slow down enemies. Then while the Necromorphs were in stasis, I destroyed them one at a time with the primary fire. This weapon also works great against large Necromorphs as well. Just aim for their weak spots and a couple of blasts with this and they will be down for the count.

Force Gun

The force gun is a handheld graviton accelerator. It fires a short-range, high-powered blast of kinetic energy over a wide area. It acts as a blunt blow rather than a penetrating shot. Shoot it at Necromorphs and it will push them back while causing some damage. This energy affects not only the target, but also anything nearby. This is great for when enemies are charging at you. While it won't kill most Necromorphs, it is handy to use when you're being charged by several enemies at close range since it will blow them back away from you. If you press the alt-fire button, the kinetic energy is then fired in a tight-radius energy projection. This causes more damage to the target and can be fired at longer ranges. However, it does not affect other things nearby. This secondary weapon attack can blow an enemy to pieces.

> **ISAAC'S LOG**
>
> The force gun is an interesting weapon. I found that I tended to use its second weapon attack as much as or even more than the primary attack. It is especially useful when I had several enemies coming at me. I would blow them back with the primary attack, hit the strongest ones, or biggest threats, with stasis, and then use the secondary weapon fire to take out each individual Necromorph. I eventually changed the tips of the two weapons so that the higher damage weapon was on top and the wider shot weapon was on the bottom.

Heavy Metal Thunder x1

A devastating rivet chain gun, this weapon also features an advanced rocket launcher and is modified to minimize damage to the user. Think of this as a javelin machine gun. It puts out a lot of large projectiles in a short amount of time. Then, as if that were not enough, it also has a rocket launcher that fires explosive rockets at long range.

> **ISAAC'S LOG**
>
> The Heavy Metal Thunder x1 is not a subtle weapon. Instead, it can cause a lot of damage to a target. Don't try to shoot off limbs of a Necromorph with this weapon. Instead, just shoot for the center of mass or torso and it inflicts enough damage to kill the creature. The rocket launcher is great for attacking large groups of enemies since its blast damage can affect several enemies at once. Once I got this weapon, it became one of my favorites.

Hot Death

This weapon features a compact ripper and an advanced blowtorch. It is modified with an ammo sweeper. The top weapon launches out a saw blade and suspends it in the air a short distance from you as it spins and damages anything it touches. The blowtorch is a flame weapon with a shorter range, but more concentration than a flamethrower. This is a short-range weapon that can inflict a lot of damage. Since it can use up ammo quickly, the ammo sweeper attachment automatically gathers any nearby ammo so that you don't have to take time to walk over and pick it up.

> **ISAAC'S LOG**
>
> I really found this weapon useful. I liked to carry it for close-range work. When the Necromorphs started getting in close, I switched to the Hot Death and let them have it. I discovered that a quick burst of flame at the start of the attack causes damage that continued to burn for a while as I let loose with the ripper and cut up the enemies in my sights.

HUN-E1 Badger

The HUN-E1 Badger is an advanced rivet shotgun with a hydraulic eviscerator. It is modified for flame damage and ammo conservation. The top weapon fires several javelins all at the same time and these not only cause penetration damage, but because of an attachment on the weapon, they also inflict flame damage to the target. If the javelins don't stop the target, then use the second weapon, which provides a powerful melee attack.

> **ISAAC'S LOG**
>
> I liked this weapon. It was great for taking out Necromorphs that required a lot of damage to kill. Because of the spread of the projectiles, I found it more effective at close to medium range. The downside was its slower rate of fire, and it took some time to reload. Luckily, the eviscerator for the second weapon made up for this; I could lay waste to anything that got in close with a melee attack.

Javelin Gun

The javelin gun is a pneumatic spear launcher. Fire it at a Necromorph and it will impale the target, causing considerable damage. Press the alt-fire button to make the recently fired javelin emit an electric charge that will usually finish off the target and even damage nearby Necromorphs. This weapon is best used from medium to long range and has a slower rate of fire than other weapons. However, a single shot with a zap of electricity will take care of most Necromorphs. You can also craft this weapon yourself.

> **ISAAC'S LOG**
>
> I used the javelin gun quite a bit. It would not only throw back most enemies that I impaled with it, but after it hit, I would electrify the javelin to usually finish off the Necromorph and damage any others nearby as well. For smaller enemies, I would just fire a javelin into the ground in front of them and then electrify an entire group as they walked past it. I liked this weapon even more after I upgraded it with the special ability. The explosion at the end of the electric charge just made this one awesome weapon. The only downsides to this weapon were the time it took between shots and the fact that it could be difficult to hit targets moving laterally instead of right toward me. To help make sure I got a hit, I always aimed for the center of mass—the body of an enemy—rather than a limb, unless I was using it against a powerful Necromorph such as a Brute, where I would aim for yellowish weak spots.

Medic Support Handgun

Built on a handgun frame, this is a compact rivet gun with a hydraulic knife designed for quick and accurate triage. It is modified with two co-op support attachments. This is a fast weapon to fire and reload, and it features a melee attack. The rivet gun does not do a lot of damage, but it makes up for this with its rate of fire. The attachments make this a useful weapon when playing cooperatively with another player.

> **ISAAC'S LOG**
>
> The medic support handgun is a fast weapon to wield. It can put out a lot of rounds in a short amount of time and is quick for melee attacks. I liked it for dealing with small Necromorphs when I needed to kill lots of targets that were not very tough to kill. However, when I faced something tougher, I switched to another weapon with more damage-inflicting firepower.

Mjolnir

This is a weapon born of Valhalla. It has an advanced chain lightning gun that works great when you are being attacked by several enemies. As you hit one, the electricity arcs from the target to other creatures or soldiers nearby and inflicts damage on all. The secondary weapon, which you can use by pressing the alt-fire button, is a hydraulic hammer. This gives you a powerful melee attack that can kill many Necromorphs with one or two hits.

> **ISAAC'S LOG**
>
> I found this is an effective weapon early in the campaign. The rate of fire was somewhat slow, but it did a good job. While the chain lightning gun could attack at long range, I found myself relying on the hydraulic hammer since I could not always defeat enemies at range. Once I found a better weapon, I switched or I upgraded the chain lighting gun on top with something more powerful.

Pulse Rifle

While many of the other weapons are tools, the pulse rifle is an assault rifle used by the military. This gun has a very high rate of fire and shoots small projectiles. Each round does not cause as much damage as a shot from the plasma cutter. However, when you have lots of small Necromorphs coming at you, this weapon's higher rate of fire and large ammunition capacity makes up for its lower damage. When you need an additional punch, press the alt-fire button to launch a grenade at your target. These grenades are great for clearing out groups of small Necromorphs. This weapon is also effective against enemy soldiers.

> **ISAAC'S LOG**
>
> The pulse rifle is a good weapon for dealing with smaller Necromorphs. If you have enough ammo, you can also use it against medium-size enemies as well. As an engineer, I preferred weapons that were more precise or packed a lot of power. However, the advantage to the pulse rifle is when I was getting attacked by lots of Necromorphs running right at me, I could open fire and not have to aim for limbs to dismember. I just fired away and let the rounds chew up the enemy.

Shotgun

This is a standard S.C.A.F. issue shotgun. It has only one weapon and fires several rounds with each shot. The shotgun can cause a lot of damage, but only at close range. You can craft a shotgun yourself. If you do, be sure to upgrade it with a secondary weapon.

> **ISAAC'S LOG**
>
> I view a shotgun as a secondary weapon. Therefore, when crafting my own weapons, I would put a shotgun on the second tool location. When an enemy got in too close, I would use the shotgun to clear it away.

Integrated Equipment

There are three types of upgradable equipment that are actually integrated into your suits. It is important to upgrade these since you carry them throughout the game no matter which suit you are wearing.

RIG

The RIG not only shows your health by means of the meter on your back, it can also enhance whichever suit you are currently wearing. Be sure to start upgrading the RIG and its modules before you concentrate on weapons. Focus on hit points first. These increase the amount of damage you can sustain. Next, work on upgrading the damage. This attribute actually increases the amount of damage whichever weapon you are using inflicts on the enemy. Finally, go ahead and upgrade the air, which increases the amount of time you can operate in a vacuum before running out of oxygen.

> **ISAAC'S LOG**
>
> The RIG itself was the second thing I began upgrading. While I maxed out the hit points and damage right away, I did not rush to use the resources to upgrade the air supply. I did not need the extra oxygen because I discovered all of the sources of oxygen floating around the derelict fleet.

Kinesis Module

The kinesis module is attached to your suit right at the start. It allows you to use kinesis to pick up and manipulate objects without actually having to touch them. This helps you fight enemies as well as solve puzzles to get through the campaign. In addition, you can pick up objects and launch them at enemies to cause damage. At the suit kiosk, when upgrading your RIG, you can increase the range of your kinesis ability as well as the damage you inflict when you launch objects at enemies.

> **ISAAC'S LOG**
>
> This was one of the last parts of the RIG I upgraded. I did not tend to use kinesis in combat as much as I could have , so I instead spent my resources on other upgrades.

Stasis Module

The stasis module is the single most important piece of equipment you have. You will need stasis to slow down enemies and give you a chance to use your weapons. At the start, you have only two shots of stasis. However, you want to focus on upgrading the shots. Once you have upgraded this, you increase your stasis module so it can store a total of four shots. As you are following the path to the charges, upgrade duration as well so that each shot of stasis will last longer and be more effective. Finally, upgrade the energy so your stasis module will recharge faster on its own.

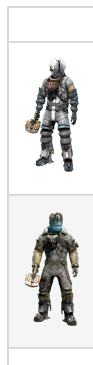
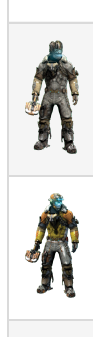
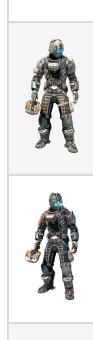
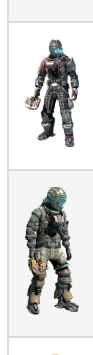
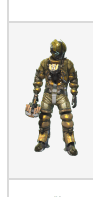
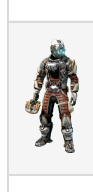
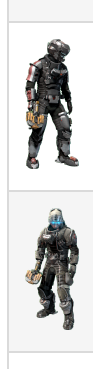
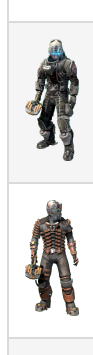
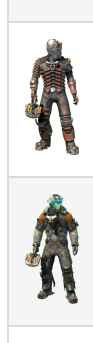
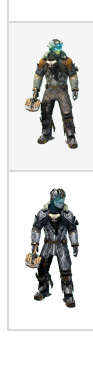
> **ISAAC'S LOG**
>
> Right from the start, I spent many of the resources I collected to upgrade my stasis module. Since I used it frequently, the sooner I had it maxed out in upgrades, the more I could get out of it. The stasis module was incredibly important when fighting large Necromorphs as well as groups of enemies. Once this was complete, I began to upgrade my RIG and then weapons.

RIG Master

Fully upgrade your RIG to get this award.

Suits

As you progress through the campaign, new suits become available for you at the suit kiosks. Each suit provides some protection by reducing the damage you take from attacks. In addition, some suits allow you to operate in arctic conditions. It is usually a good idea to upgrade to the latest suit for the best features. You can also purchase additional suits as downloadable content.

	EVA Suit	A lightweight space suit designed to protect its wearer from prolonged radiation exposure; typically worn by private-sector salvage operators.
	Arctic Survival Suit (Snow Suit)	The arctic survival suit is woven with classified S.C.A.F. synthetic fibers that insulate the body from extreme cold and hypothermic conditions.
	Archeologist Suit	The archaeologist suit is woven with puncture-resistant microfibers for increased physical protection and body heat retention.
	Legionary Suit	Decommissioned military armor worn by twenty-third century S.C.A.F. forces, this bulky suit is highly valued by collectors and historians.
	Elite Suit	A frontline assault suit used by the 401st Division of the S.C.A.F. Designed with advanced survival and biophysical support technologies.
	Deep Dig Suit	An extremely heavy and durable deep space suit, designed for use by industrial asteroid frackers and long-haul salvage operators.
	Flight Suit	A suit worn by S.C.A.F. pilots, the flight suit continually monitors the wearer for signs of stress and fatigue, and can inject stimulants into the bloodstream to counteract these effects.
	First Contact Suit	A unique EVA suit built by S.C.A.F. for encounters with foreign entities. It sports a flamboyant gold finish to provide protection from long term space exposure.
	Hostile Environment Suit	Issued to S.C.A.F. research scientists on Tau Volantis, the hostile environment suit is designed to withstand the ionizing radiation emanating from the planet's mantle.
	Marauder Suit	Issued to S.C.A.F. Marauders during the Separatist Wars, the Marauder suit was used by ship-boarding parties to breach Separatist defenses and destabilize their supply chains.
	N7 Suit	The N7 suit is inspired by the hero "Shepherd" from popular twenty-first century Earth fiction; distributed by Cosplay Intergalactic, INC.
	Sharpshooter Suit	Designed for S.C.A.F.'s UN14 Special Ops Division; features high-impact armor for maximum protection and the "No Retreat" motto of the UN14 troops.
	Engineering Suit	The Engineering Suit is a vintage CEC uniform worn by mining and engineering personnel on the USG Ishimura. This suit was one of the first to feature an integrated RIG bio-sign monitoring system.
	Tundra Recon Suit	The tundra recon suit is woven with nanotech fibers that are coated in a paraffin-based analgesic compound, to maintain body heat under any condition.
	Witness Suit	An insulated, graffiti-covered suit worn by an S.C.A.F. deep dig team assigned to exhume the darkest secrets of Tau Volantis.

Items

There are several types of items that you can pick up. They can be found in lockers, green containers, or just lying around. Some items can be crafted at the workbench. After killing a Necromorph, stomp on the corpse to get an item from it. These items can be divided into different categories.

Ammo

Every weapon requires ammo. Luckily, there is one type of ammo that works for all weapons. While you can craft ammo at the workbench, it can use up your resources. If you are careful to search Necromorph corpses, you will usually find enough ammo to keep you going.

Refill Packs

In addition to ammo, you will also need to look for refill packs. These can be found all over just like ammo. Carry these with you in your inventory. Then you can use them to either restore your health or to recharge your stasis module. You can also craft them at the workbench. The med packs refill different amounts of health while the stasis pack will completely recharge your stasis module.

> **ISAAC'S LOG**
>
> I liked to carry a stasis pack with me so that if I got into trouble, I could quickly recharge my stasis module. Since the pack would charge it up to 100 percent, I was careful to wait until my module was completely empty and I needed the stasis right away before using the stasis pack. On the other hand, whenever my health got to about half of maximum, I used a med pack. No need to wait until I was near death to do a bit of healing.

EMT

At a workbench, craft a large med pack to earn this award.

Circuits

Circuits can be found in circuit boxes on walls as well as lying around throughout the campaign. Collect and keep these. When using a workbench, you use circuits to upgrade your weapons and equipment. At the workbench, select a weapon to upgrade. You then place circuits into slots to get specific types of upgrades, depending on the type of circuit you are inserting. Weapon frames have two, four, or eight slots for circuits. You can always take out and replace circuits, so as soon as you get some, put them in your weapons. Circuits can increase rate of fire, damage, clip capacity, and decrease reloading time. Some circuits can affect two of these categories instead of just one.

The Armorer

Earn this award by collecting all circuits in the campaign.

Resources and Scavenger Bots

Resources are the parts you use to craft new weapons, parts, and equipment at the workbench. There are five different types of resources: scrap metal, semiconductors, somatic gel, transducers, and tungsten. Different items require different resources and various amounts. Resources can be found lying around, or are dropped by enemies you have killed. Spare parts boxes are pick-ups that contain several different types of resources in one convenient package.

During the campaign, you can find up to three scavenger bots. These small robots can be deployed to search for resources while you go about your missions. A scavenger bot has two different modes. While you are carrying it, the bot is in sensor mode and acts similar to a weapon. Select it and then when you hold down the aim button, a sensor activates and shows you the direction to a spot where the bot can recover maximum resources. When you get to one of these locations, the sensor beeps quickly and the vector shape on the sensor changes to circles. Press the fire button to deploy the scavenger bot. It will then convert to its robot form and begin crawling around, gathering resources. This takes several minutes. When it is done, it will return automatically to a workbench. The next time you visit a workbench, the scavenger bot will be there—no matter which workbench you go to. You can then get it and deploy it again. While scavenge locations are best, you can deploy scavenger bots anywhere. They just won't obtain quite as much resources. However, once you have three, send them out even if not ideal locations so you can get a steady stream of resources coming in. In addition to resources, scavenger bots can also find ration seals. These can be used to purchase resources and weapons online.

> **ISAAC'S LOG**
>
> Once I found a scavenger bot, I had to remind myself to use it. I was so focused on staying alive and killing Necromorphs, that I would sometimes forget I had the bot and neglect to deploy it. Therefore, I had to get in the habit of doing quick scans every so often—especially just after a battle, when I knew the area was clear. Once I had more than one scavenger bot, I tried to make sure I always had one searching at all times. The message that a scavenger bot was waiting for me at a workbench was my reminder to deploy another one. By doing this religiously, I was able to obtain many more resources than I could have found on my own.

Metal Detector

Successfully deploy scavenger bots to 15 resource areas to earn this award.

Blueprints

As you advance through the campaign, you can find blueprints of weapons. By taking them to the workbench, blueprints allow you to construct already designed weapons without having to craft them piece by piece. These weapons work great to introduce you to new features. In addition, once you have crafted a blueprint weapon, you can still upgrade or modify it at a workbench.

Weapon Parts

To craft weapons, you need to find weapon parts. They are scattered throughout the campaign. Some can be found only in optional or co-op quests. New weapon parts allow you to build new types of weapons, so be sure to find all that you can.

Gun Collector

Collect all weapon parts to get this award.

Logs

Logs provide a background story to the campaign and can also give clues to help you complete your objectives. There are two different kinds of logs: audio and text. Be sure to collect all that you can and read or listen to them. Once collected, they can be reviewed from the inventory menu at your convenience.

The Librarian

Collect all of the audio and text logs in the campaign to earn this award.

Artifacts

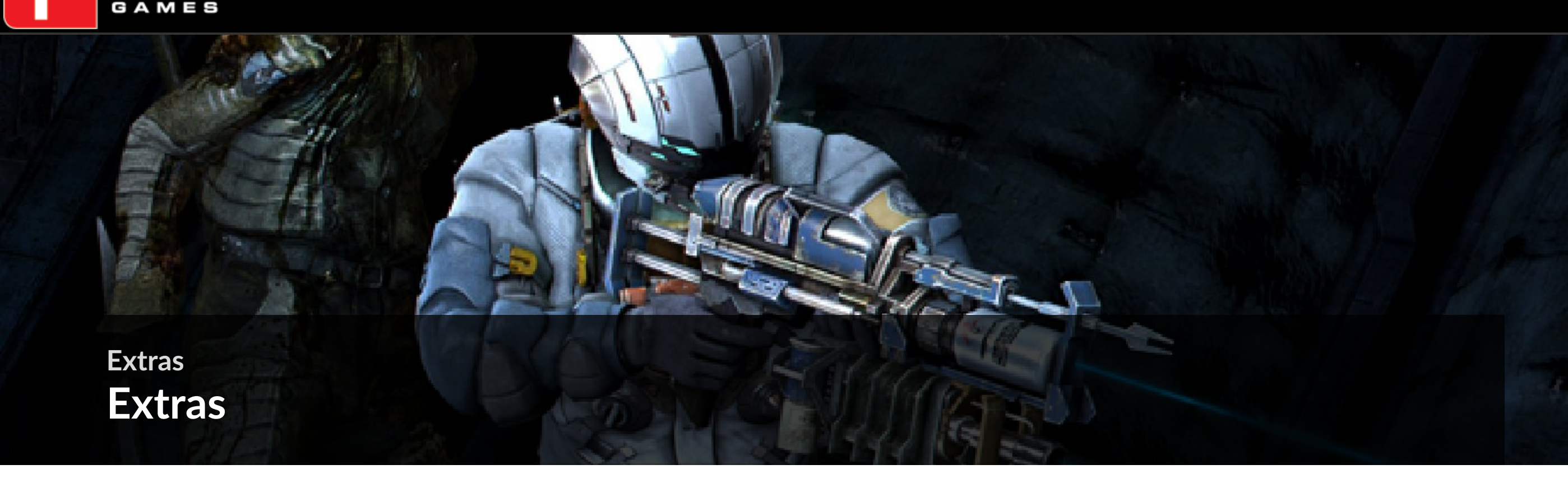
Artifacts are small items left behind that you want to be sure to collect. The come in three different types: alien, S.C.A.F., and Unitology. Artifacts are often hidden behind crates or in corners, so be sure to search all over to find them.

Aliens

Collect all alien artifacts to earn this award.

The Professor

Earn this award by finding all of the artifacts in the campaign.



Extras

Extras

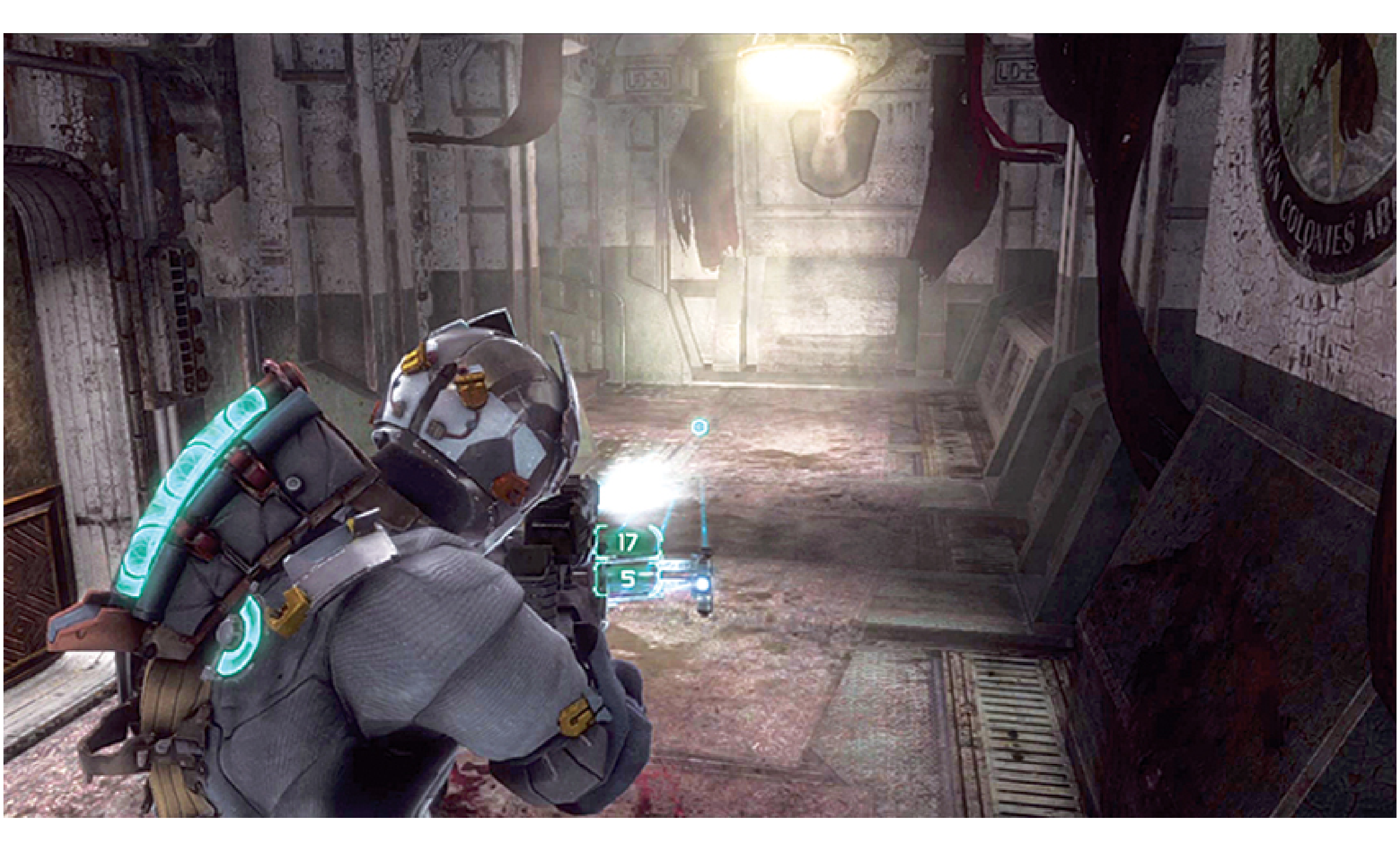
Xbox 360 Achievements and PlayStation 3 Trophies

Icon	Name	How to Achieve	Game Chapter	360 Gamerscore	PS3 Trophy
	Stranger in a Strange Land	Complete the Prologue.	Prologue	10	Bronze
	Close Encounter	Kill 10 alien Necromorphs.	1	10	Bronze
	Space Odyssey	Survive your first spacewalk.	3	15	Bronze
	Strapped	Craft a weapon. You can do this the first time to visit a workbench.	3	10	Bronze
	Circuit?s Edge	Add a circuit to a weapon. This can be accomplished after finding the first circuit in the repair bay and then using it at the workbench in the same room.	3	10	Bronze
	Under a Buck	Shoot the deer head trophy in the admiral?s quarters.	4	10	Bronze
	My Buddy	Retrieve resources from a scavenger bot at a workbench.	5	10	Bronze
	Critical Mass	Recover the shuttle.	6	15	Bronze
	Snow Crash	Reach Tau Volantis.	7	15	Bronze
	Space Ace	Shoot at least 70 targets during the ride to Tau Volantis.	7	20	Bronze
	Hungry	Reach the pump room of the Way Station without alerting any Feeders.	9	20	Bronze
	Drill Sergeant	Complete the drill room without taking any damage.	10	30	Bronze
	Intestinal Fortitude	Defeat the Hive Mind.	12	25	Silver
	Hydra	Kill the Snow Beast.	13	15	Bronze
	Weedkiller	Kill five Cysts in the Biology building with a single poison gas cloud.	14	30	Silver
	There?s Always Peng!	Find Peng.	14	50	Silver
	Together as One	Reassemble Rosetta.	15	15	Bronze
	Infernal Machine	Reach the alien Machine.	18	15	Bronze
	Gun Collector	Collect all weapon parts.	18	25	Bronze
	Shoot for the Moon	Defeat the Moon.	19	50	Gold
	Get On My Level	Complete the game on any difficulty setting.	19	10	Bronze
	Aren?t You Thankful?	Complete the game in Hardcore Mode.	19	50	Gold
	Epic Tier 4 Engineer	Complete the game in Classic Mode.	19	40	Silver
	Survivalist	Complete the game in Pure Survival Mode.	19	40	Silver
	The Explorer	Complete all optional missions.	Multiple	25	Bronze
	Aliens	Collect all alien artifacts.	Multiple	15	Bronze
	The Professor	Collect all artifacts.	Multiple	25	Bronze
	The Librarian	Collect all logs.	Multiple	25	Bronze
	The Armorer	Collect all circuits.	Multiple	25	Bronze
	Metal Detector	Successfully deploy scavenger bots to 15 resource areas. Use the scanner on the scavenger bot to find these areas. Plus they are marked on the campaign maps.	Multiple	30	Bronze
	EMT	Craft a large med pack. This requires quite a few resources, so save up resources to craft this.	Multiple	25	Bronze
	Full House	Craft a weapon with 2 firing modules, adaptors, and attachments with all circuit slots filled. You will need to collect several weapon parts before you can complete this.	Multiple	25	Bronze
	RIG Master	Fully upgrade your RIG. This includes the life support, kinesis, and stasis?each of which must be fully upgraded.	Multiple	50	Silver
	Master Plan	Create a blueprint that needs at least 2000 resources worth of parts and circuits to build. Build one of the more powerful blueprint weapons to complete this task.	Multiple	25	Bronze
	From the Jaws	Save your co-op partner from an execution by killing the attacker. Do this by killing a Necromorph such as a Feeder is clinging to your partner?s back and trying to kill him.	Multiple	10	Bronze
	Share and Share Alike	Use the RIG to give an item to your co-op partner.	Multiple	10	Bronze
	Medic!ÿ	Revive your co-op partner 10 times. You must be playing a co-op campaign with revives activated. Stay close to your partner so if he goes down, you can quickly revive him before he dies.	Multiple	10	Bronze
	Ghosts of the Past	Face all of Carver?s demons by completing all co-op only optional missions. You do not have to play as Carver, but it is recommended for a complete experience.	Multiple	25	Silver
	Architect	Share a Blueprint with your co-op partner.	Multiple	10	Bronze
	Axes High	Kill 30 enemies using Fodder axes. Use kinesis to pick up axes from dead Wasters and throw the axe at an enemy.	Multiple	20	Bronze
	Payback	Kill a soldier by TK?ing a grenade or rocket back at them. Aim at a rocket or grenade and press the kinesis button. Then launch it back at an enemy.	Multiple	15	Bronze
	Go for the Limbs!	Dismember 500 limbs from living enemies.	Multiple	10	Bronze
	And Then We Doubled It!	Dismember 1000 limbs from living enemies.	Multiple	10	Bronze
	Slow Mo	Kill 50 enemies while they are in stasis.	Multiple	10	Bronze
	Blast Corps	Kill 30 enemies with explosion damage.	Multiple	10	Bronze
	Shootbang	Kill 30 soldiers with head shots. This is easiest with a submachine gun or rifle.	Multiple	10	Bronze
	Empty Chamber	Kill 30 enemies using melee strikes or a melee Weapon Part.	Multiple	10	Bronze
	Dropping Acid	Dissolve 50 enemies with acid.	Multiple	10	Bronze
	Electric Lawnmower	Kill 30 enemies using an electrified ripper blade. Craft an electric charge attachment to a weapon with a ripper core in order to have the correct weapon for this award.	Multiple	10	Bronze
	Overpowered Healing	Use quick heal to heal yourself 20 times.	Multiple	10	Bronze
	Brave New World	Obtain all trophies.	N/A	N/A	Platinum

HIDDEN ACHIEVEMENTS AND TROPHIES

Many of the achievements/trophies are earned as you progress through the game. For example, as you complete a chapter or get through an area alive, you earn these rewards. Others require you to collect items such as logs, circuits, or weapon parts. However, some require actions that would be out of the ordinary, and are therefore easy to miss if you do not know about them and know what to do. Here are some tips to help you get those tougher or more obscure achievements/trophies.

Under a Buck

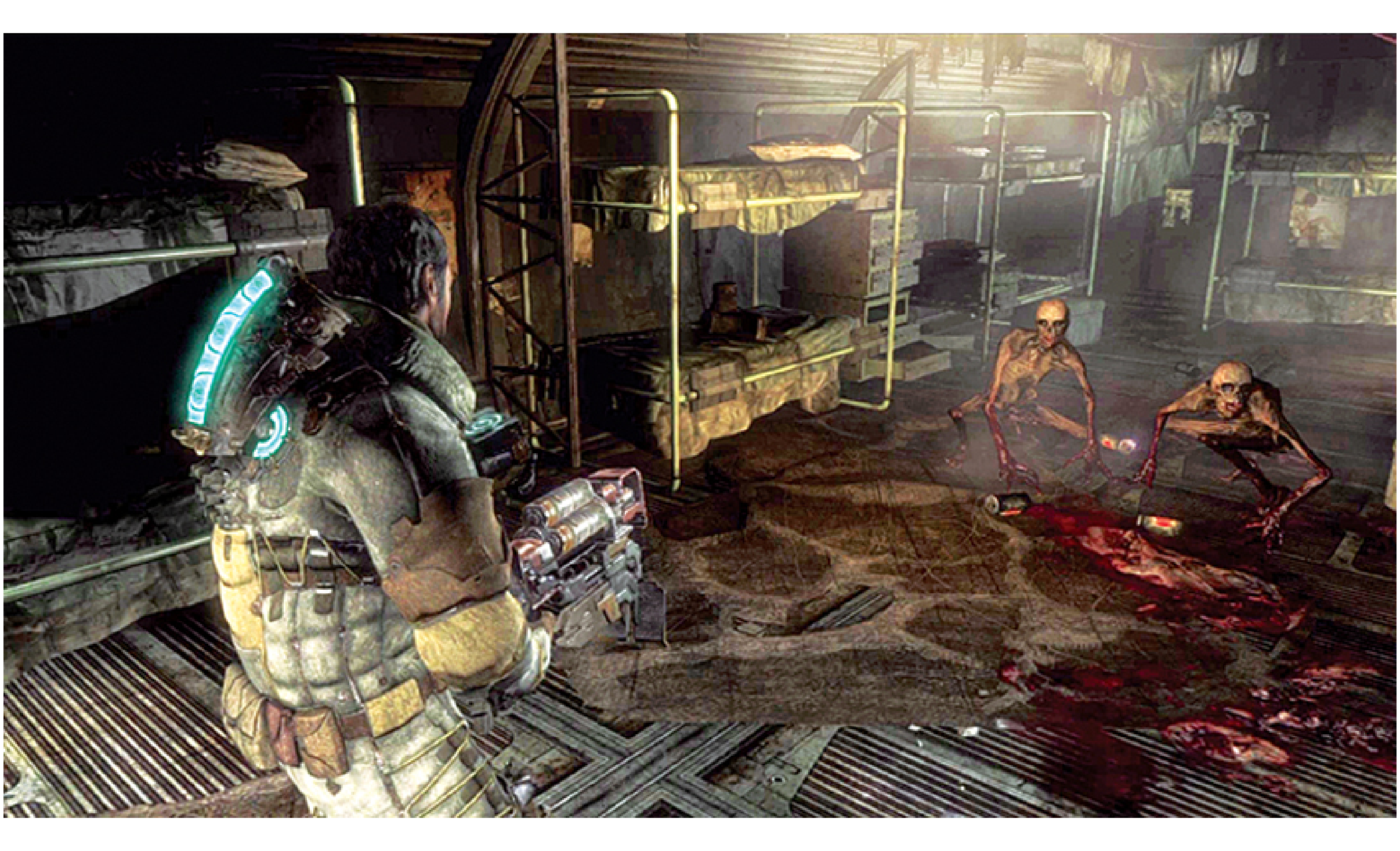


In Chapter 4, when you enter the admiral's quarters, shoot the deer head on the wall to earn this award.

Space Ace

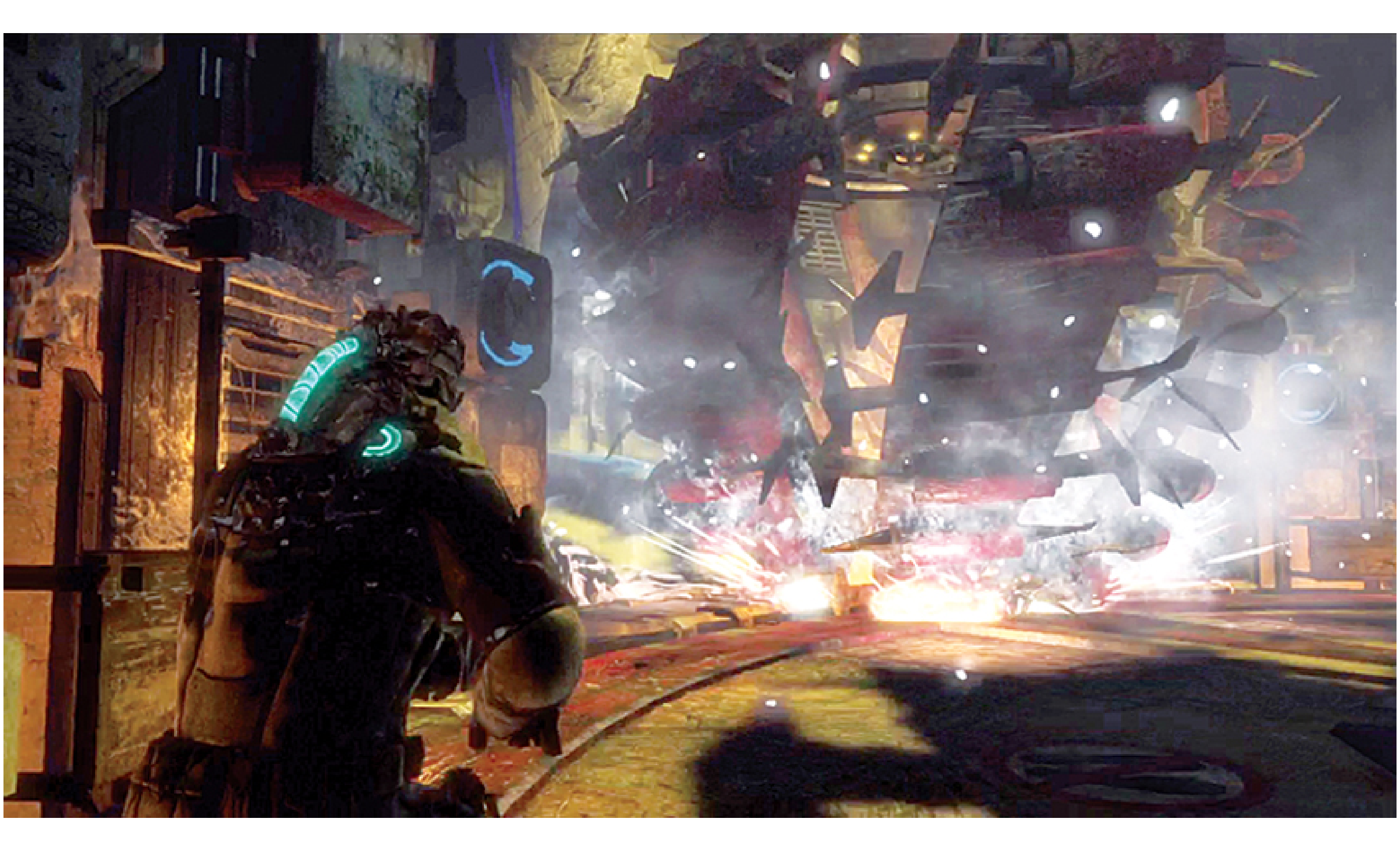
This award is earned while you are riding the shuttle down to Tau Volantis in Chapter 7. To get it, shoot down at least 70 targets.

Hungry



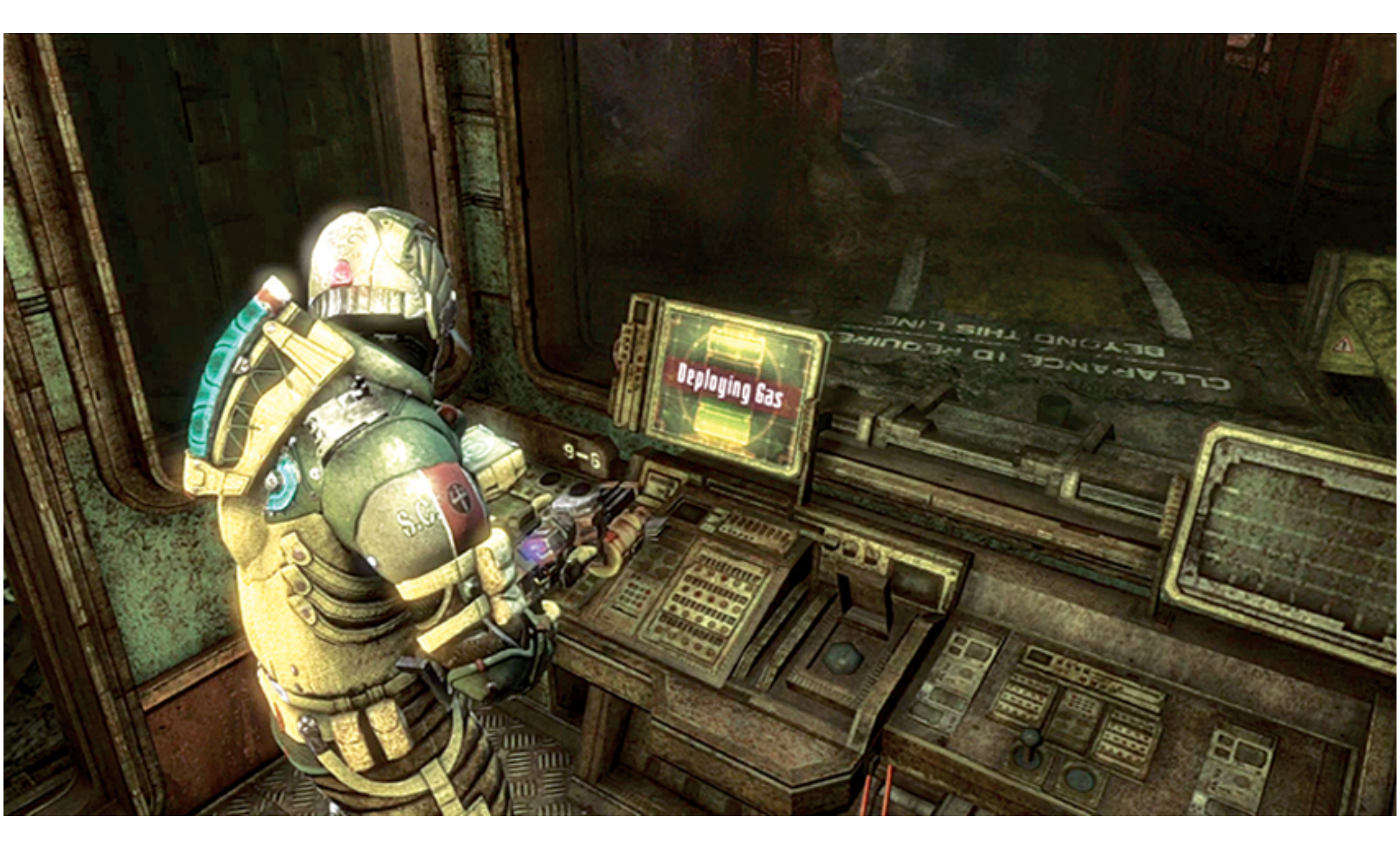
In Chapter 9, get through the Way Station to the pump room without alerting any Feeders. Don't aim at them with your weapon, and pick up objects with kinesis and throw them across the room to distract the Feeders so that you can get past them.

Drill Sergeant



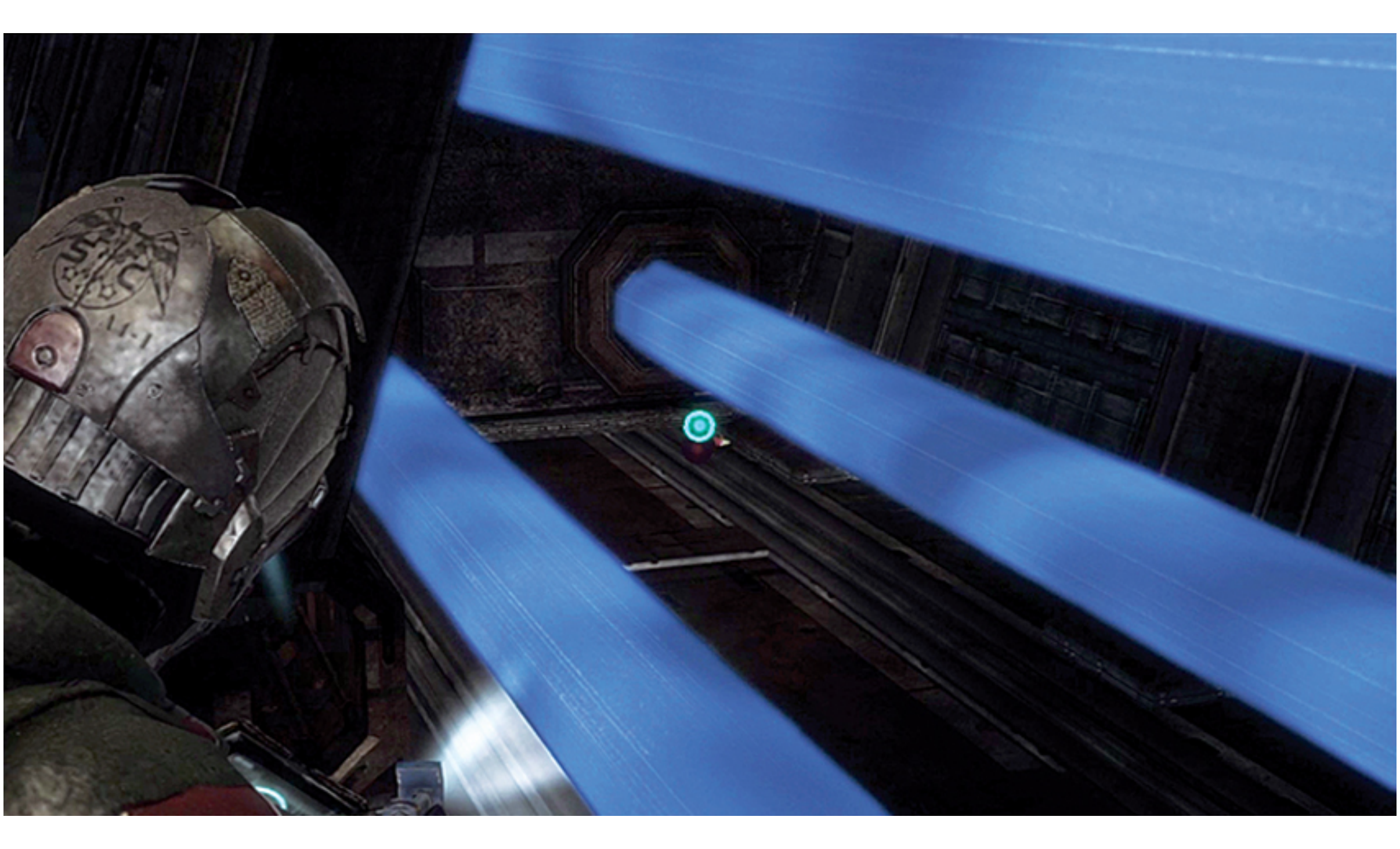
While in Chapter 10, you must get past the large drill without taking any damage. Stay out of its way and use kinesis to slow it down so that you can shoot the controls in the middle.

Weedkiller



To get this award, you need to kill at least five Cysts using the poisonous sterilization gas in Chapter 14. To do this, avoid killing the Cysts while you get to the controls.

Collect Peng

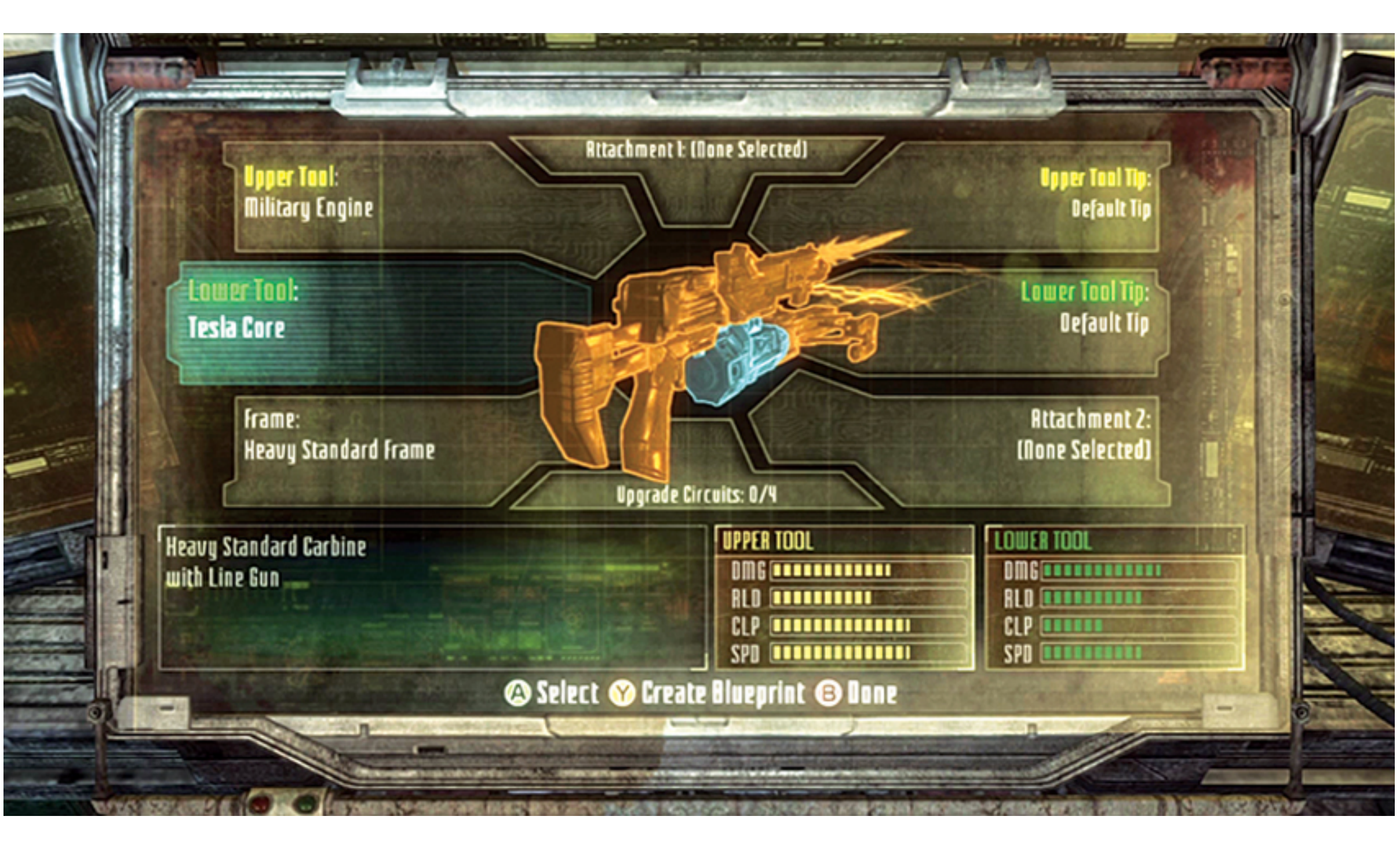


This little statue is tough to find. It is in the Reaper Barracks, which is an optional quest in Chapter 14. Look for it behind the large pump that is still running in the pump room. Use stasis to slow down the pump and then, as it moves to the right, grab the Peng with kinesis to pull it out of the pumping chamber. Check out the walkthrough for Chapter 14 of the game for a detailed explanation of how to get the Peng.

Killing Necromorphs

Many of the achievements/trophies are awarded for killing Necromorphs. Some are for dismembering limbs or killing them while they are in stasis.

Crafting



Finally, there are a few achievements/trophies that are rewarded for upgrading your items and weapons. Be sure to upgrade your stasis first, and then your RIG. This will give you a reward. Then fully upgrade one of your weapons for another reward. Finally, fully upgrade four weapons and then select them all for your use during play to get another reward.

Unlockables

How to Unlock	Award
Complete game in Casual Mode	All game modes unlocked, Dead Space Legends Suit Set, Clip Circuit Set
Complete game in Normal Mode	All game modes unlocked, Dead Space Legends Suit Set, Clip and Reload Circuit Sets
Complete game in Survivalist Mode	All game modes unlocked, Dead Space Legends Suit Set, Clip, Reload, and Rate of Fire Circuit Sets
Complete game in Zealot Mode	All game modes unlocked, Dead Space Legends Suit Set, Clip, Reload, Rate of Fire, and Damage Circuit Set
Complete game in Classic Mode	The Devil Horns
Complete game in Pure Survival Mode	Silver Part Set and Mega Resources
Complete game in Hardcore Mode	Retro Mode
Beta Levels (100%)	Silver Frame Set and Hostile Environment Suit
Collect all artifacts	Silver Adaptor Set and S.C.A.F. Flight Suit
Collect Unitology artifacts	Unitologist Circuit Set
Collect EarthGov artifacts	EarthGov Circuit Set
Collect S.C.A.F. artifacts	S.C.A.F. Circuit Set
Collect alien artifacts	Alien Circuit Set
Collect all logs	Silver Module Set
Collect all text logs	Research Circuit Set
Collect all audio logs	Comms Circuit Set
Collect all weapon parts	Crafter?s Circuit Set and S.C.A.F. Deep Dig Suit
Collect all blueprints	Builder?s Circuit Set
Collect all circuits	Silver Attachment Set
Dead Space 2 save detected	Planet Cracker Plasma Cutter
Mass Effect 3 save detected	N7 suit
Complete Dead Space 3 demo in co-op mode	Stasis support attachment

//ARTIST COMMENTARY

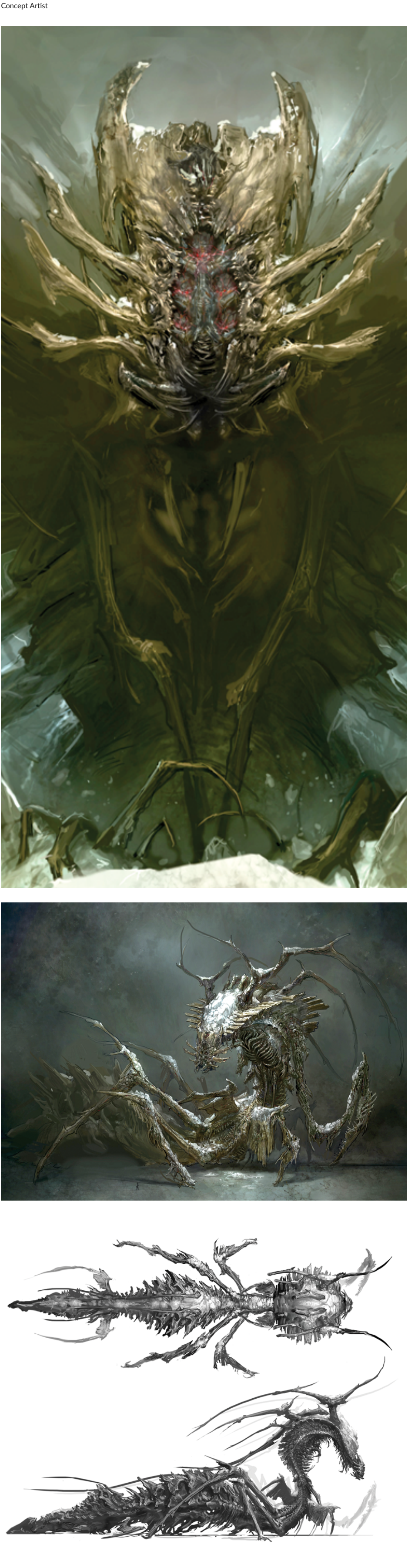
"While working up the designs for Dead Space 3 we focused on making the necromorphs old and decrepit, accidentally mummified after centuries of being left to the elements. Basically the idea was to remove some of the bloody gore, and replace it a rough, jagged look to emphasize the cold indifference of Tau Valantis. A lot of attention was paid to who the early people to settle the planet were. Often while drawing up necromorphs, the more humanity you can inject in them, the scarier they will appear. There is something that can be very off putting about facing something that is almost human.

Since we were able to add a couple new enemies to the mix I got to play around with some different silhouettes… the mummy angle allowed the Feeders to have an emaciated, starving look. We wanted them to look so desperately hungry that they were feral and dangerous, yet somewhat sympathetic in their plight. Another new bad guy is the Fodder. These guys are basically walking meat puppets, filled with squirming nastiness and necro goo. The idea was to get him to look like he was so full of the rank necro evilness that it was leaking out his eyes and mouth, hinting at the alien chaos that lives inside.

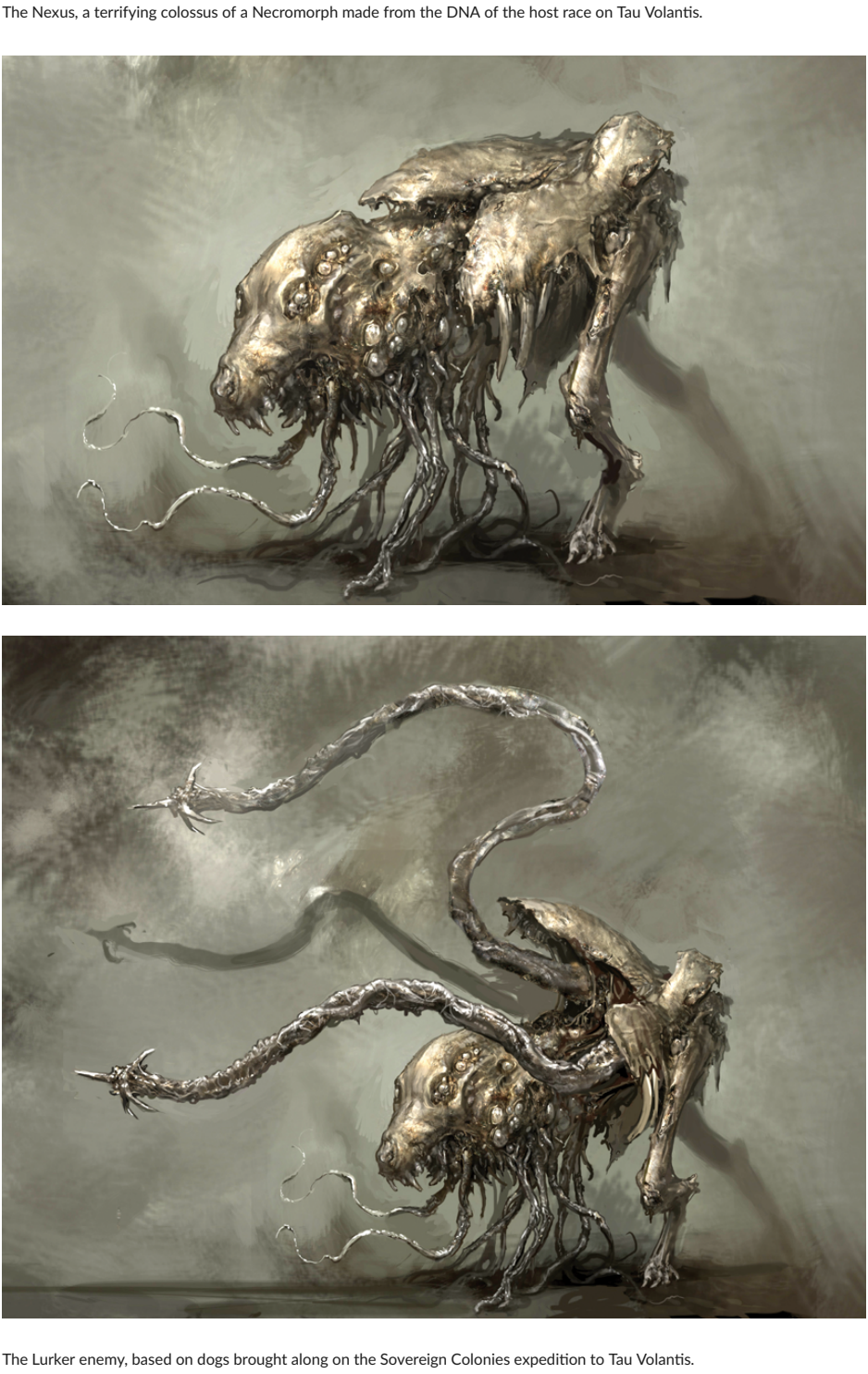
This time we were also able to explore the alien Universe beyond the necromorphs. The formula to create the inhabitants of Tau Volantis consisted of a little bit of science and a lot of reading a big pile of Lovecraft. The new location allowed for a lot of freedom to go bigger (and I mean bigger!) than we could in an Earth like setting. "

Brett Martling

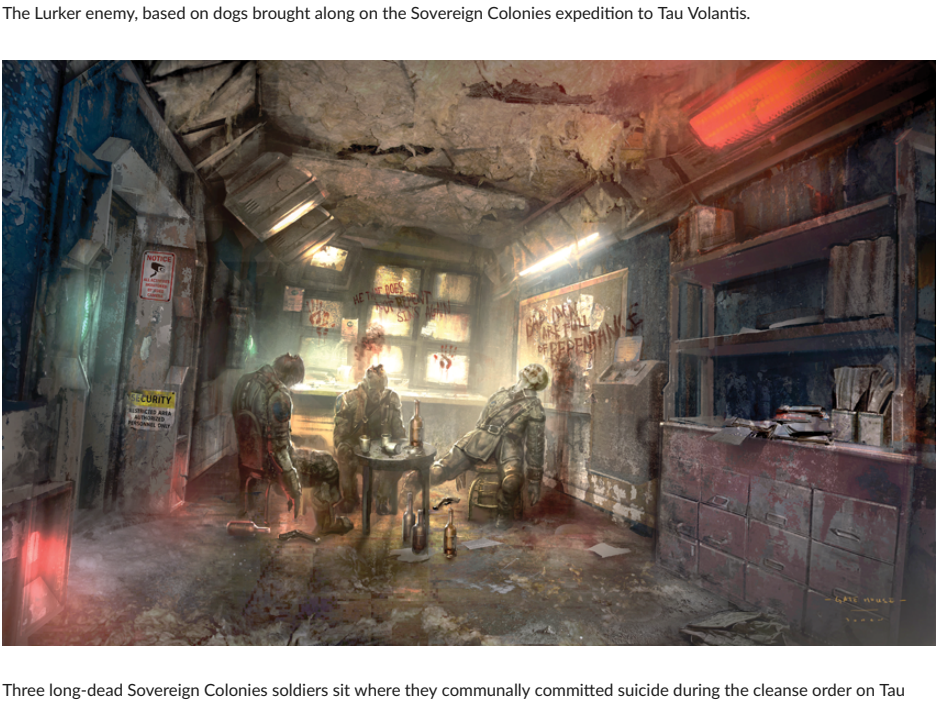
Concept Artist



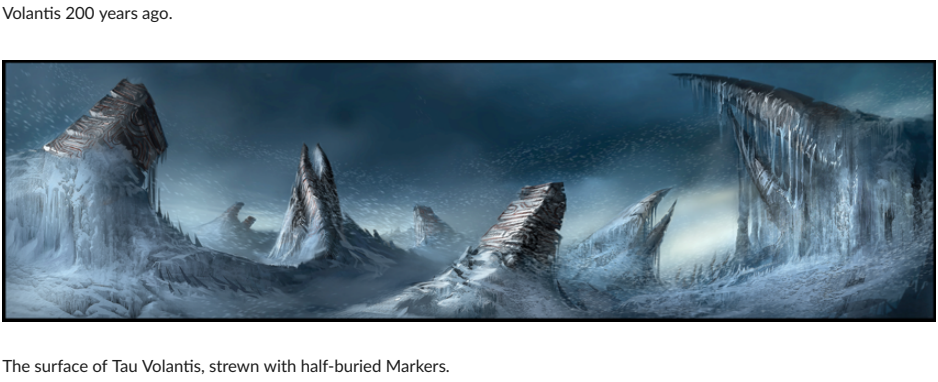
The Nexus, a terrifying colossus of a Necromorph made from the DNA of the host race on Tau Volantis.



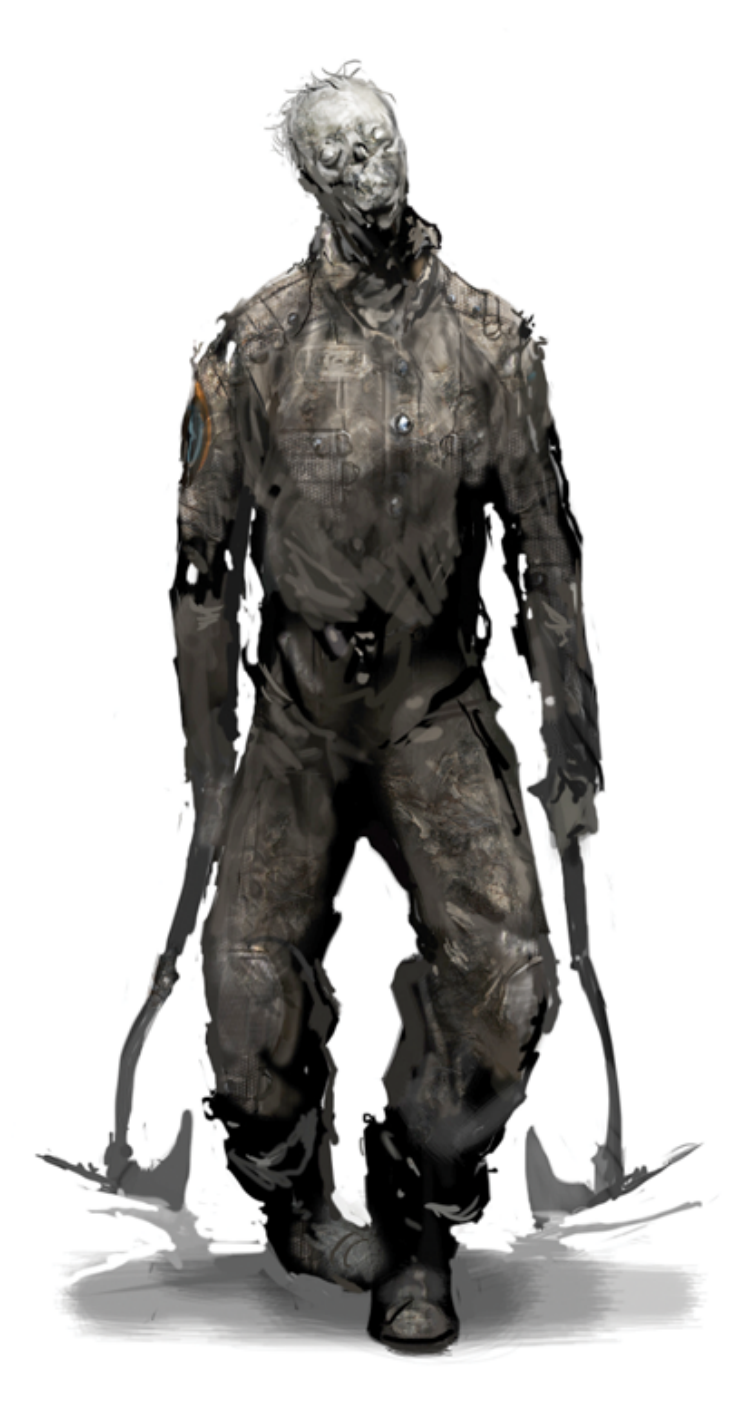
The Lurker enemy, based on dogs brought along on the Sovereign Colonies expedition to Tau Volantis.



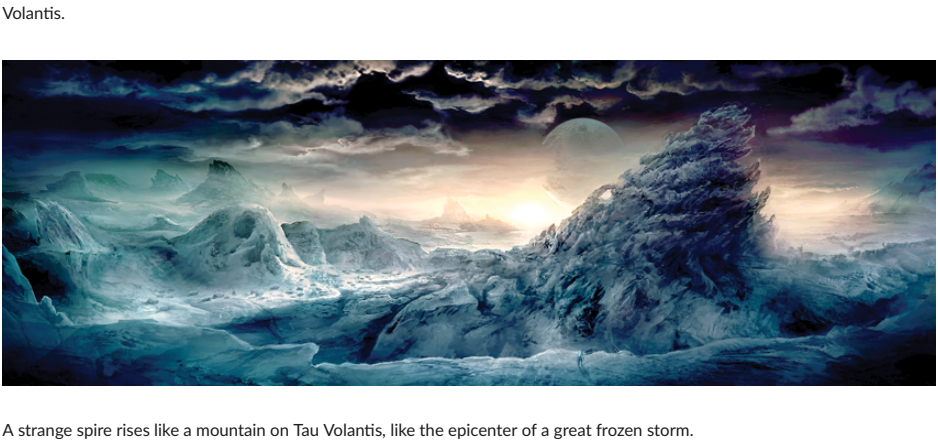
Three long-dead Sovereign Colonies soldiers sit where they communally committed suicide during the cleanse order on Tau Volantis 200 years ago.



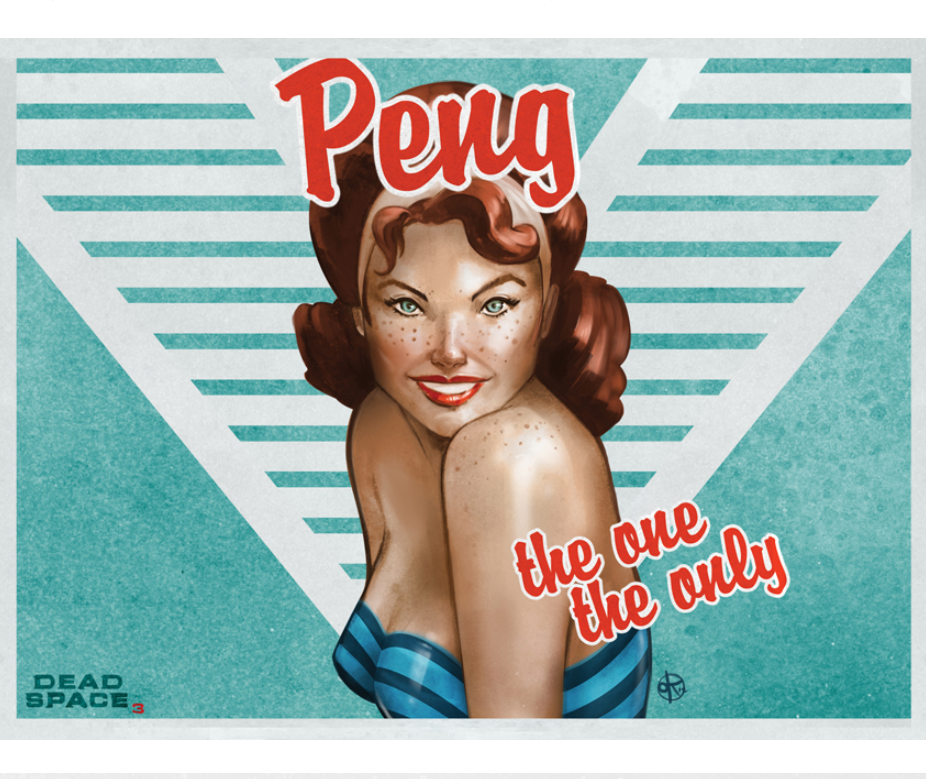
The surface of Tau Volantis, strewn with half-buried Markers.

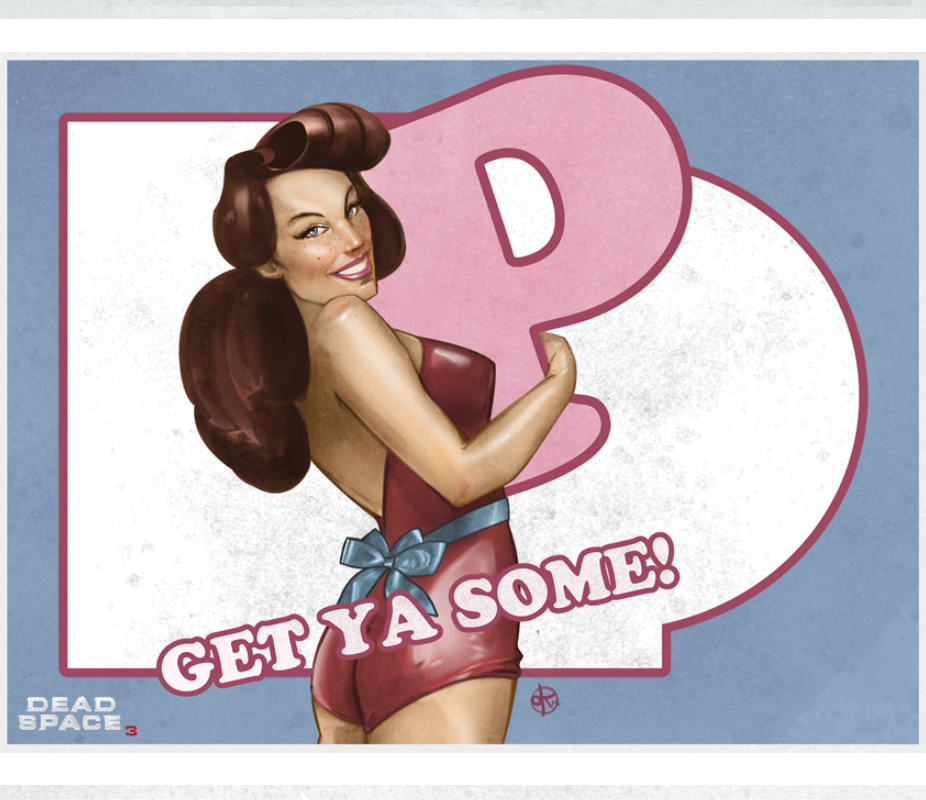


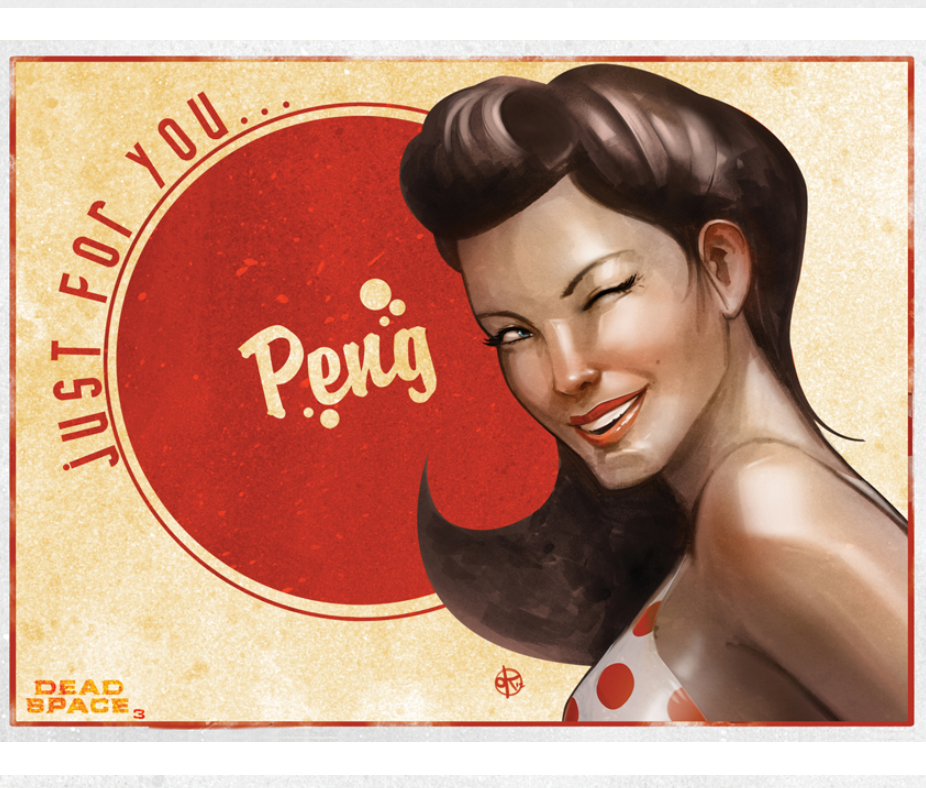
A variant on the Waster, based on the mummified remains of the 200 year old Sovereign Colonies research team on Tau Volantis.

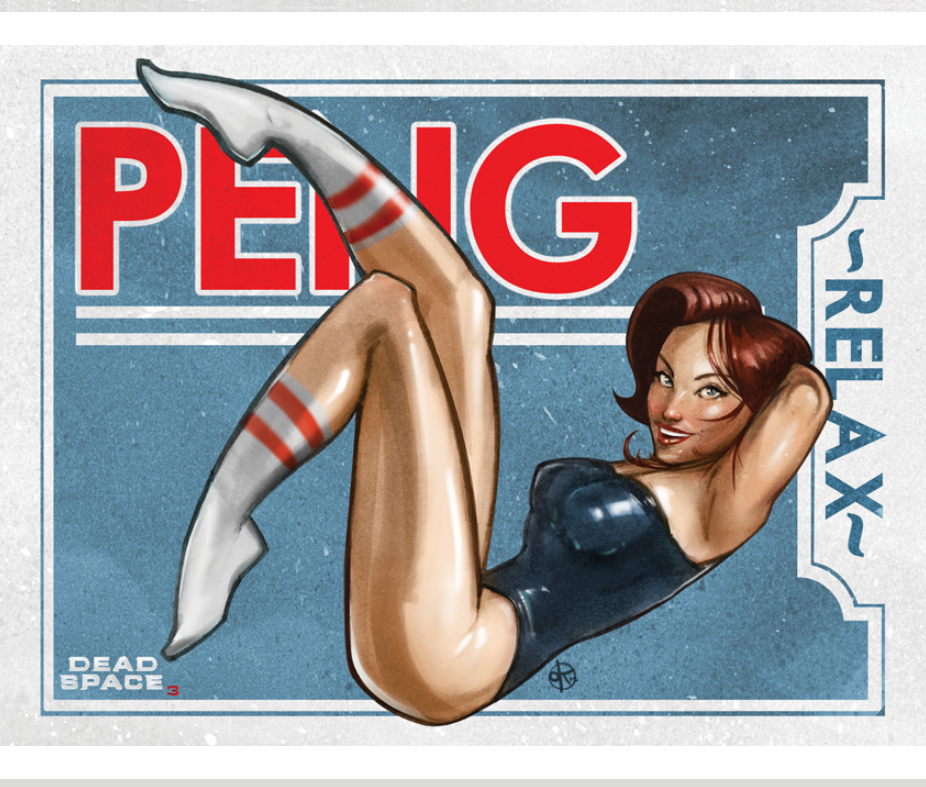


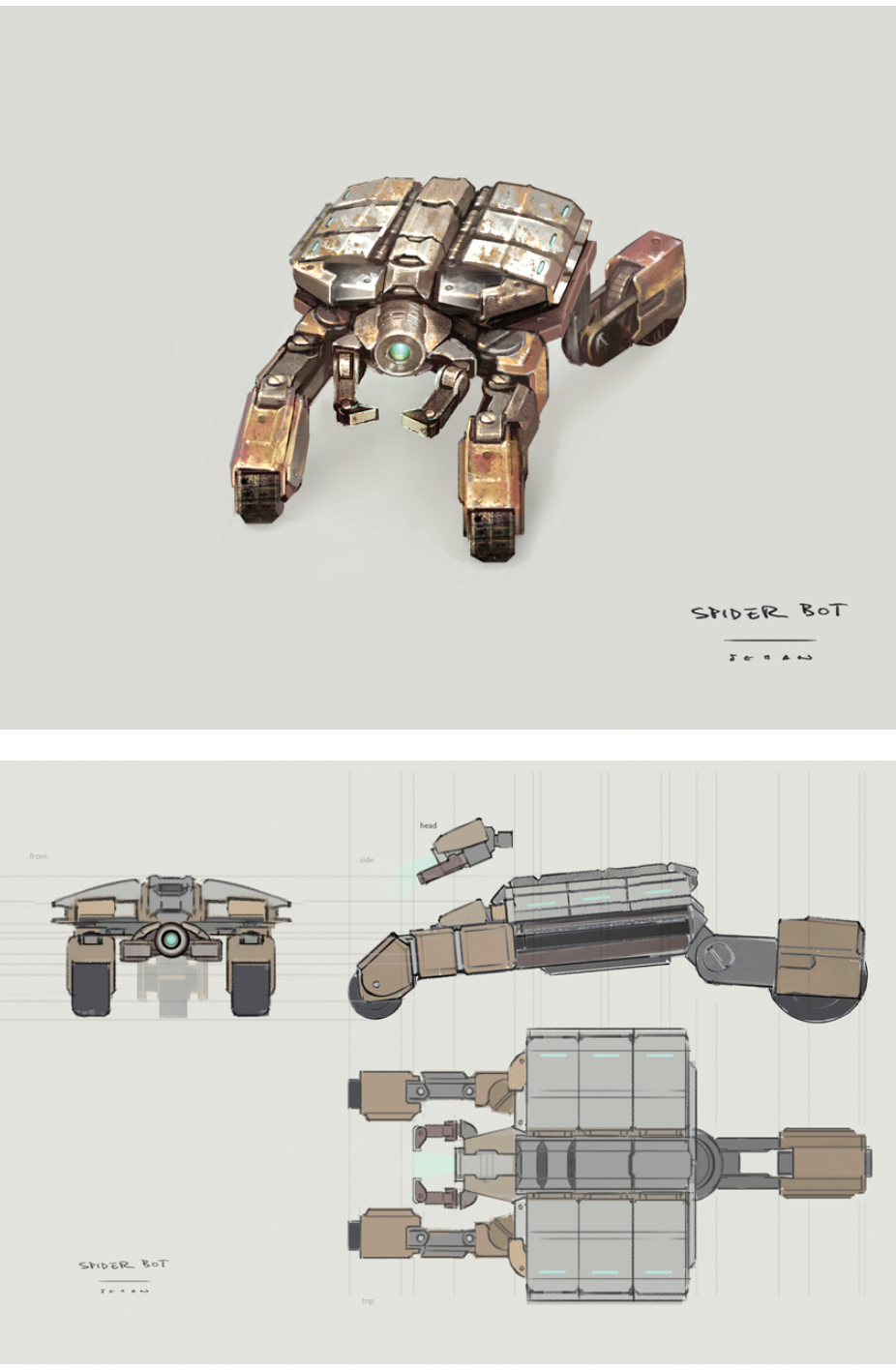
A strange spire rises like a mountain on Tau Volantis, like the epicenter of a great frozen storm.



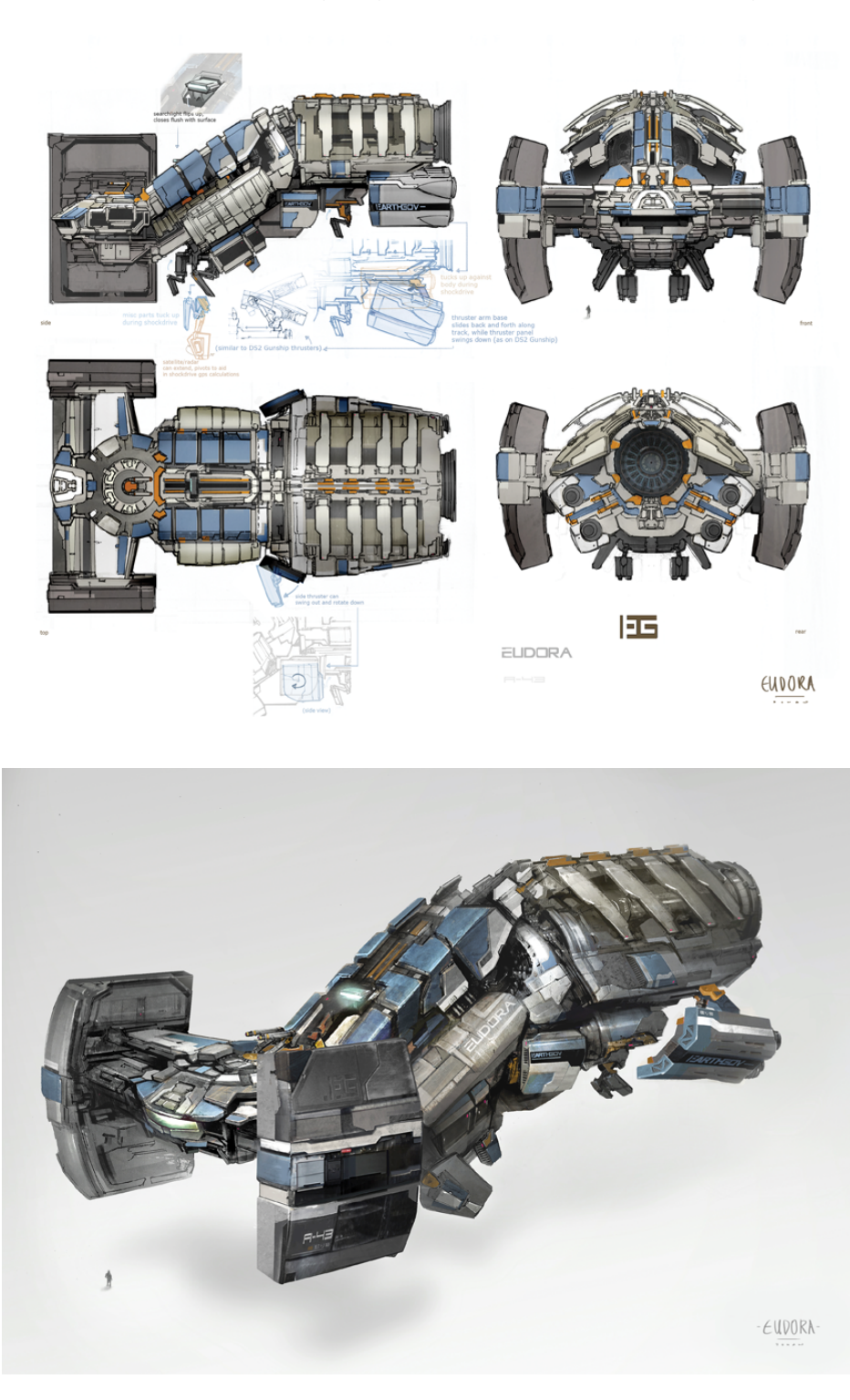




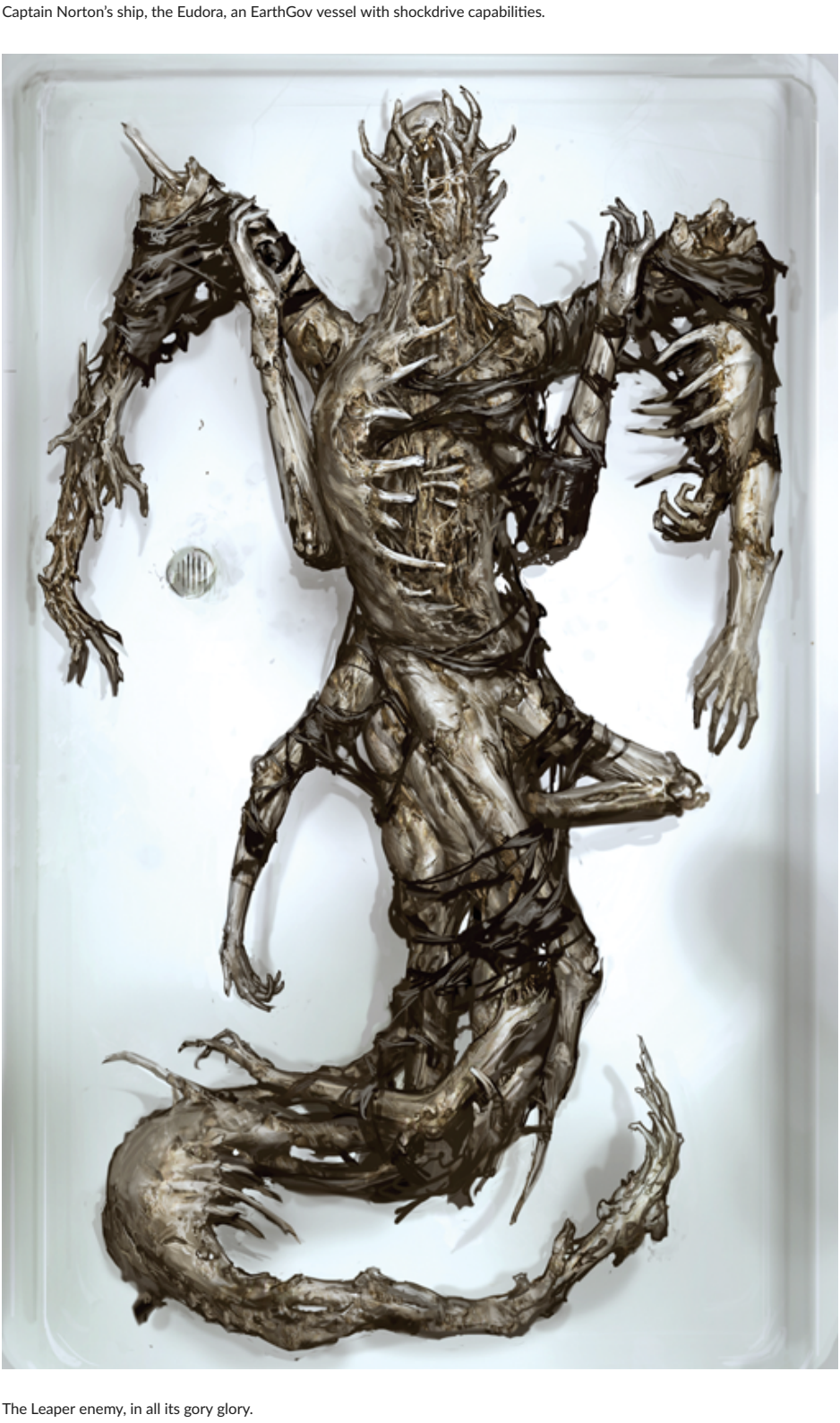




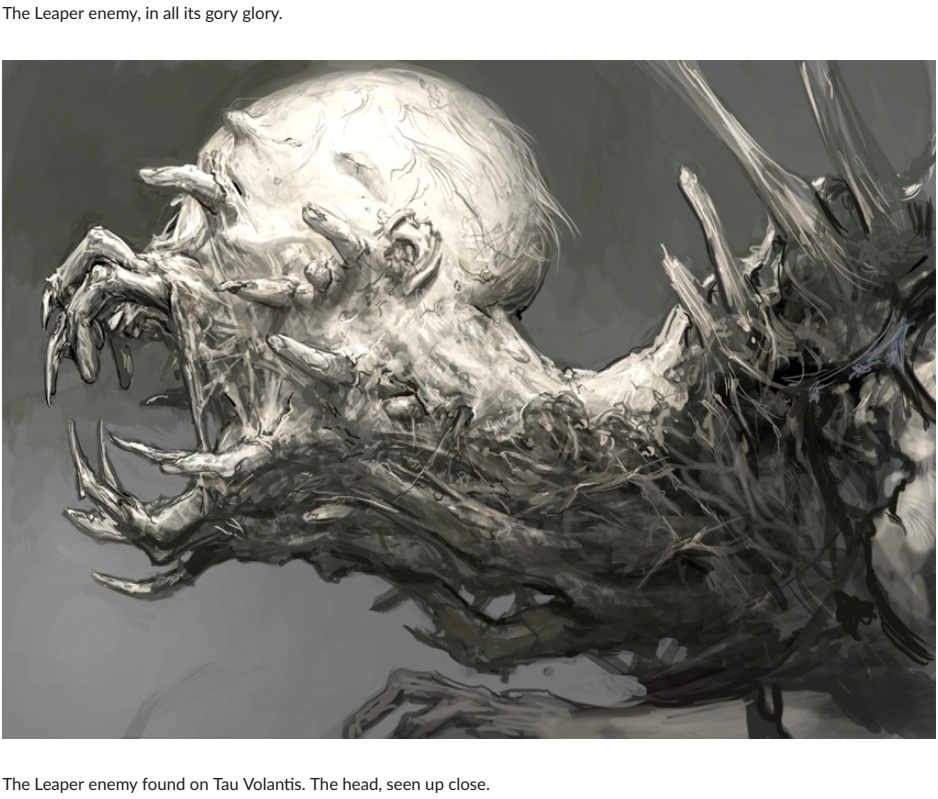
Scavenger Bots: The 200 year old robots were used extensively during the Sovereign Colonies era to keep warehouses and construction areas tidy. Now, they're useful for gathering resources for the player for use in the Weapon Crafting system.



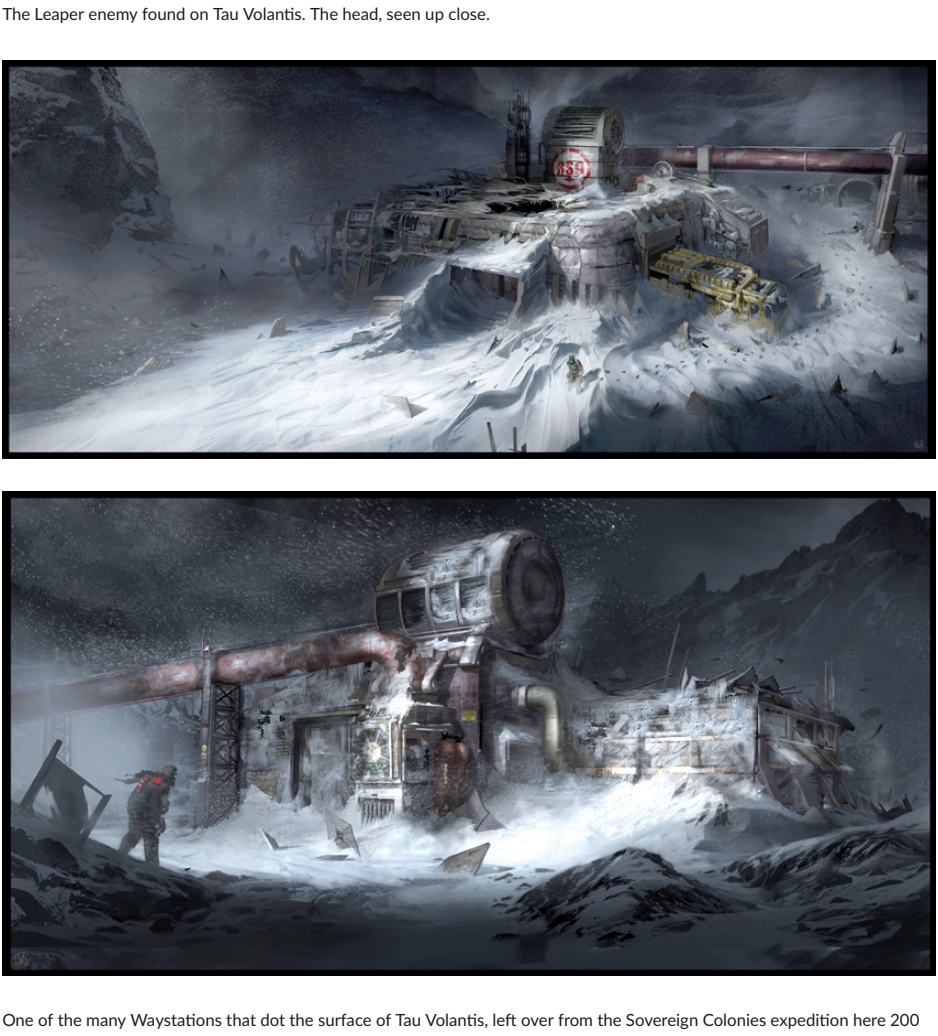
Captain Norton's ship, the Eudora, an EarthGov vessel with shockdrive capabilities.



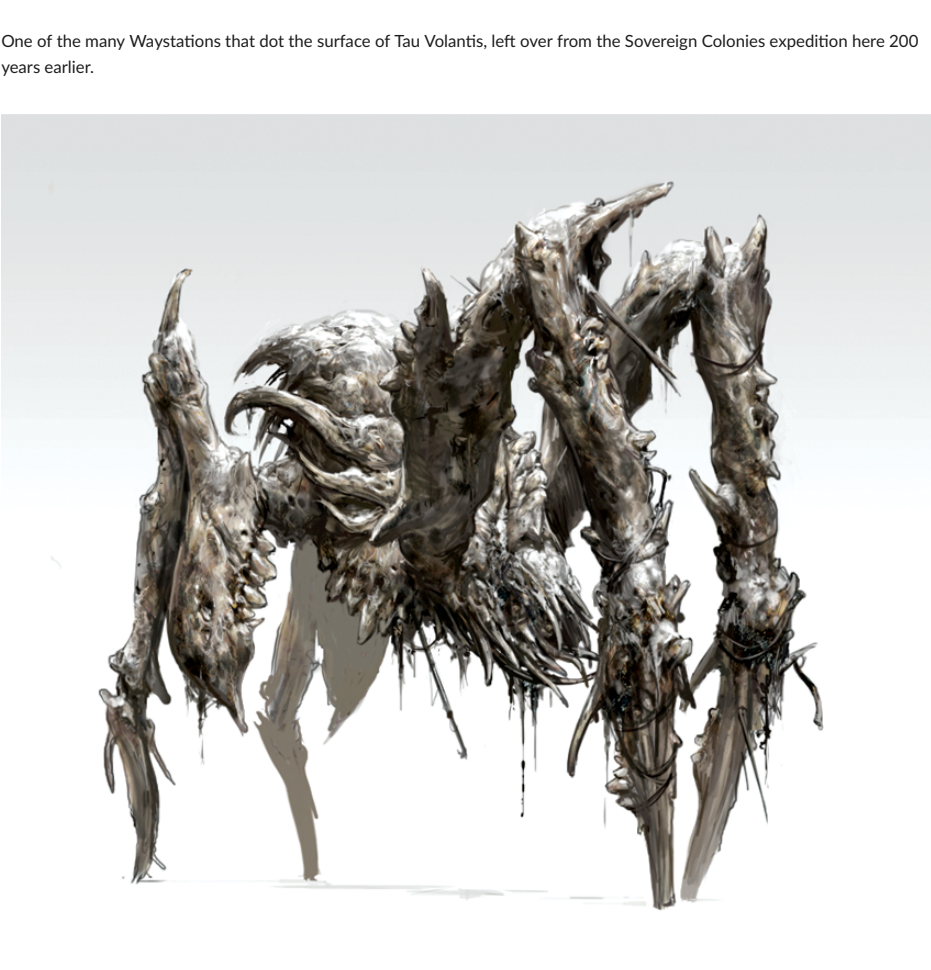
The Leaper enemy, in all its gory glory.



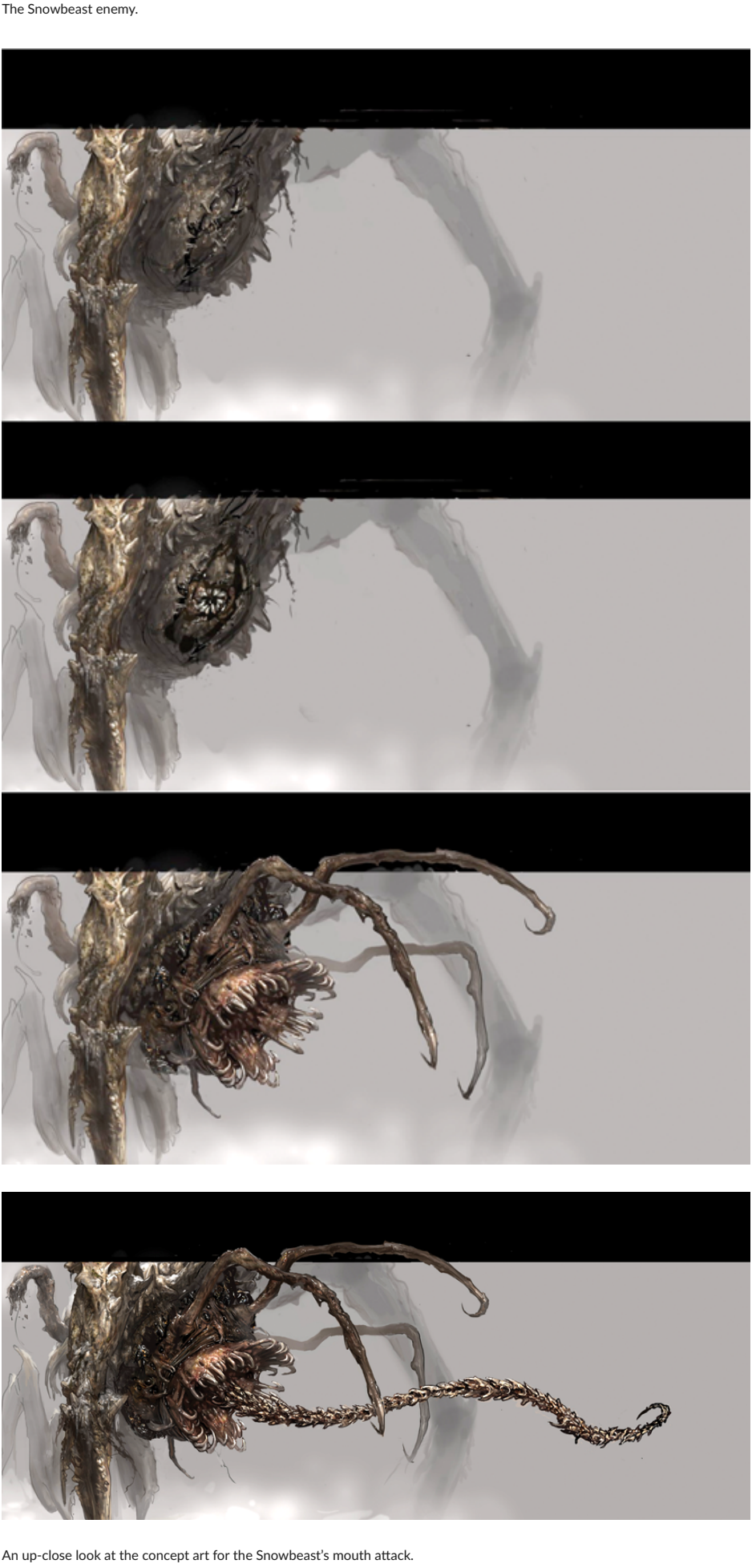
The Leaper enemy found on Tau Volantis. The head, seen up close.



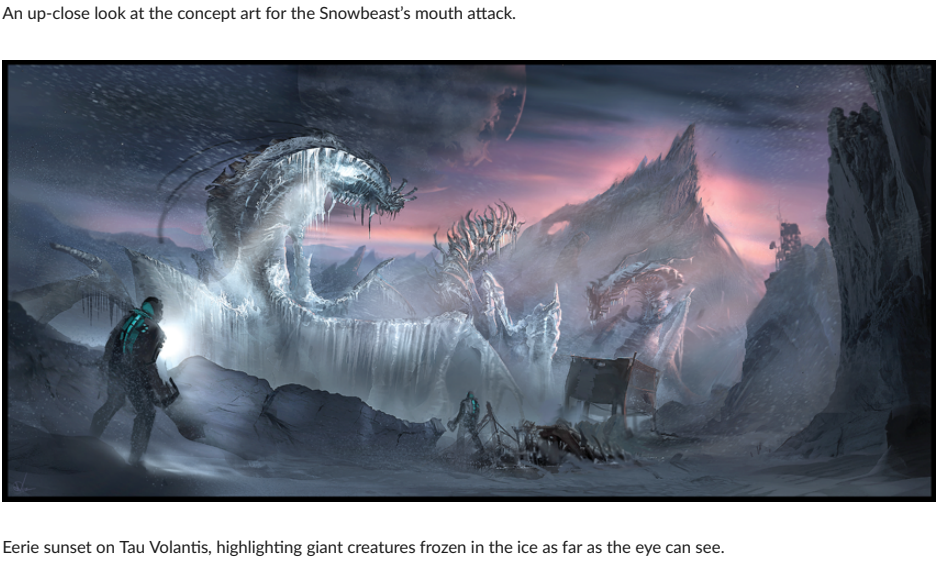
One of the many Waystations that dot the surface of Tau Volantis, left over from the Sovereign Colonies expedition here 200 years earlier.



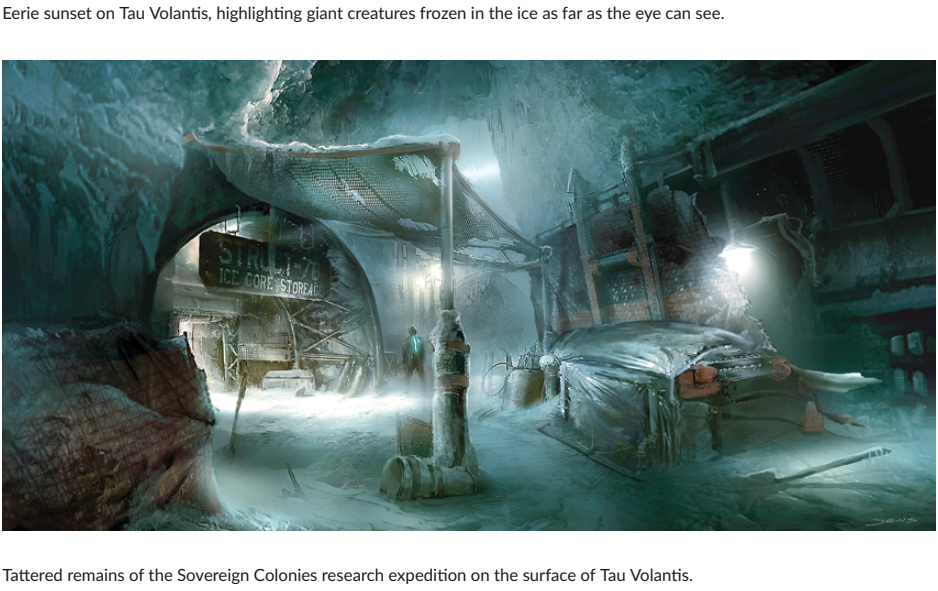
The Snowbeast enemy.



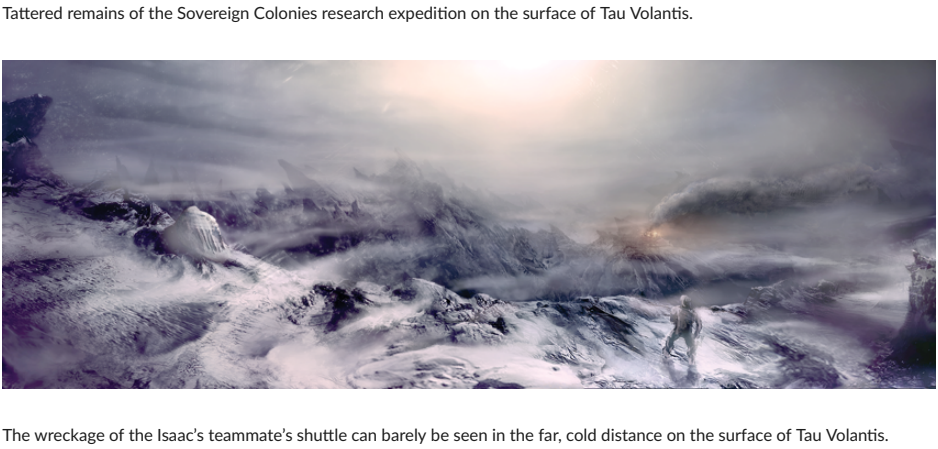
An up-close look at the concept art for the Snowbeast's mouth attack.



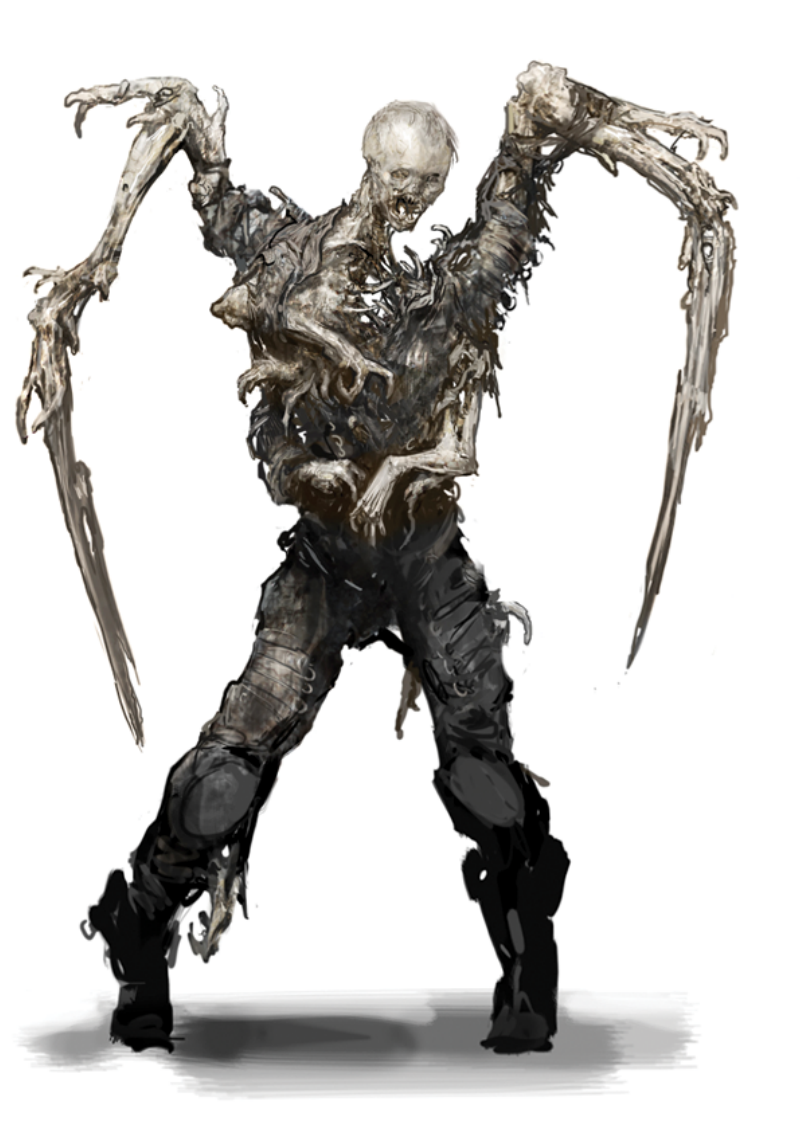
Eerie sunset on Tau Volantis, highlighting giant creatures frozen in the ice as far as the eye can see.



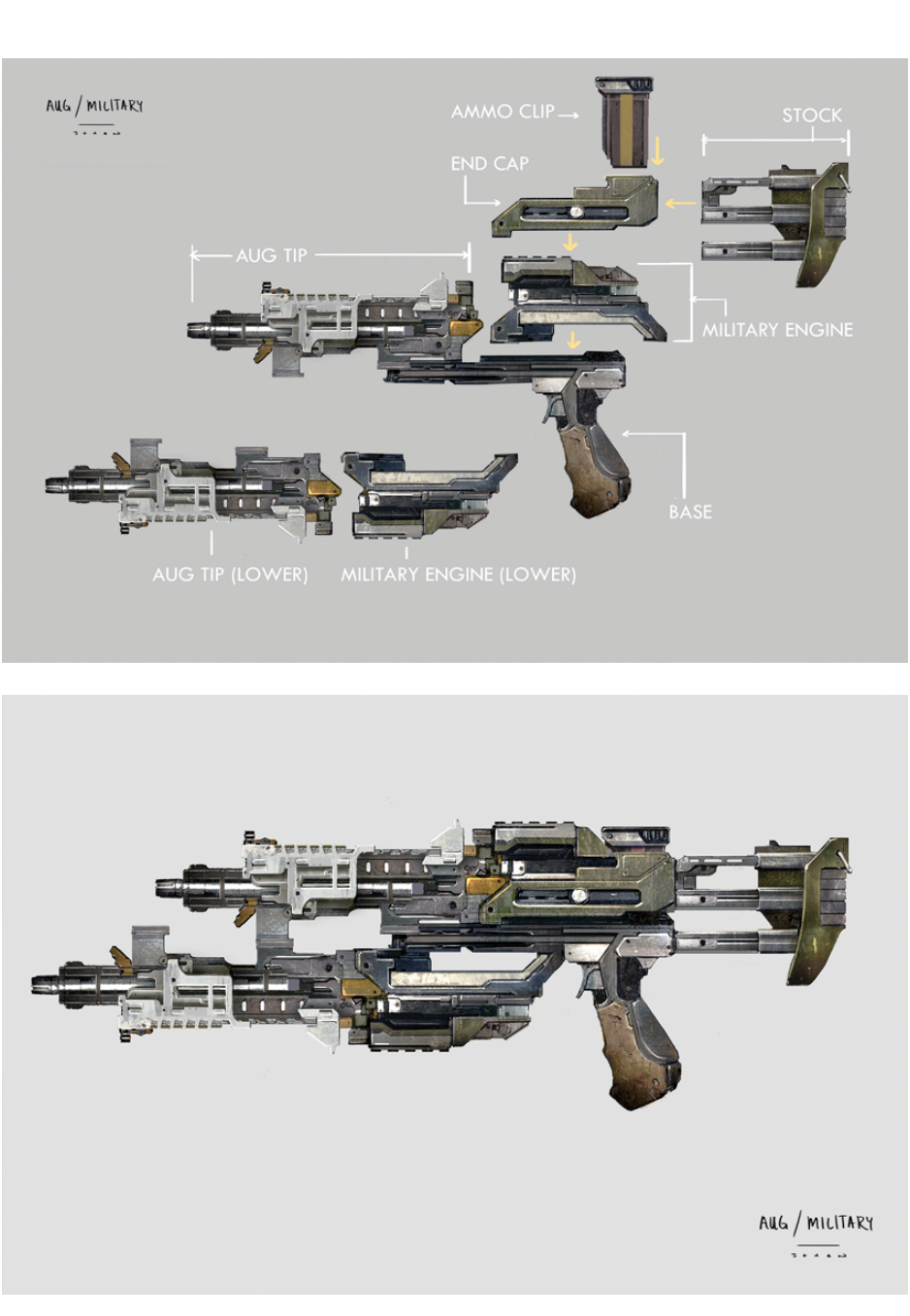
Tattered remains of the Sovereign Colonies research expedition on the surface of Tau Volantis.



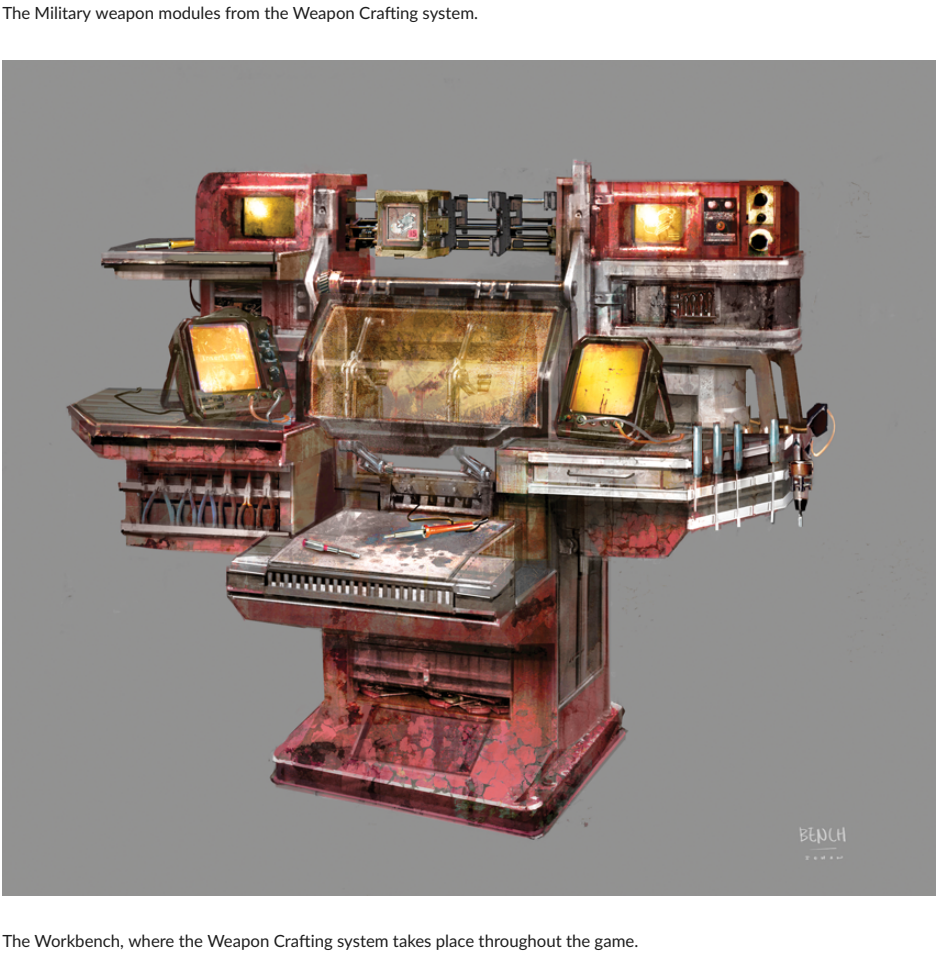
The wreckage of the Isaac's teammate's shuttle can barely be seen in the far, cold distance on the surface of Tau Volantis.



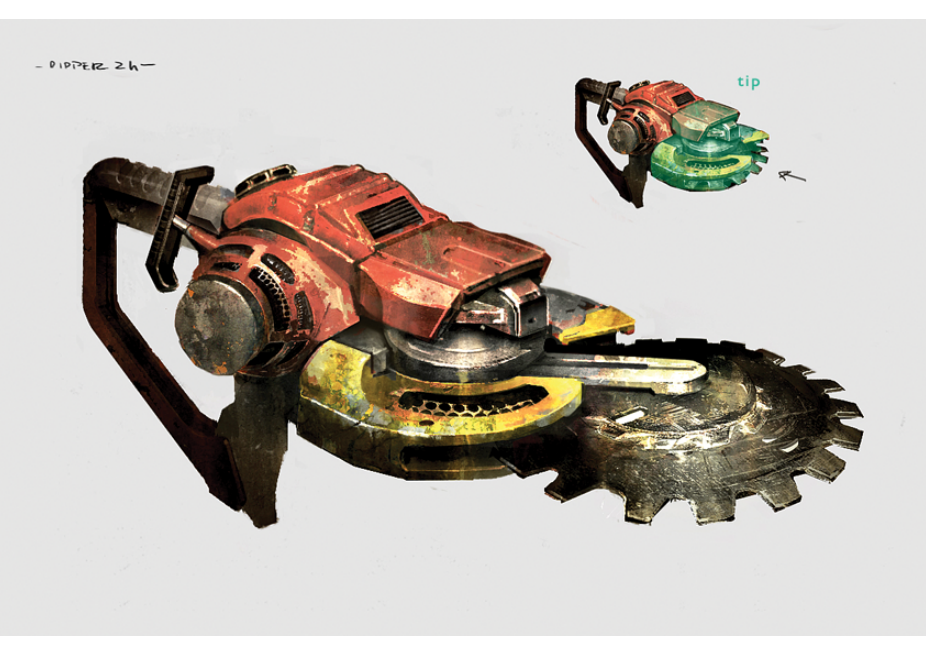
The Slasher enemy, as made from the mummified remains of the 200 year old Sovereign Colonies expedition to Tau Volantis.



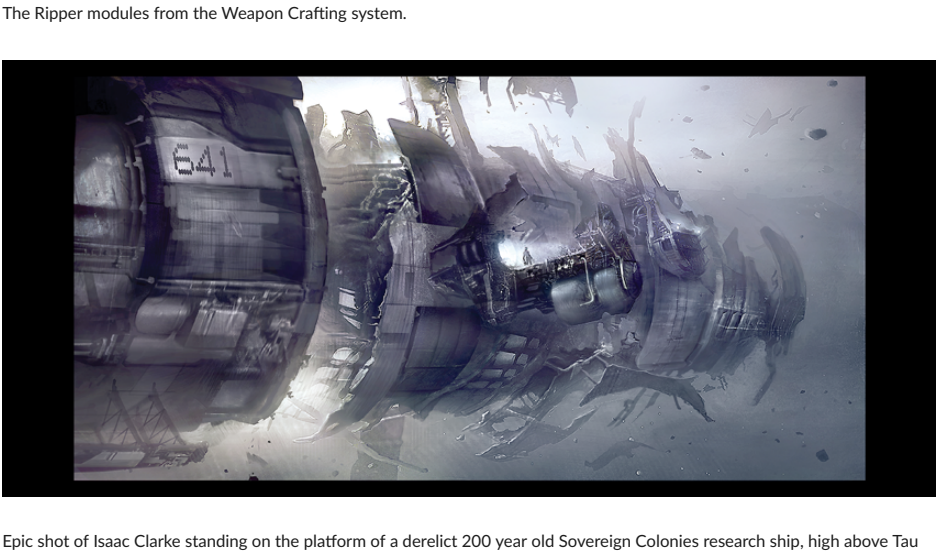
The Military weapon modules from the Weapon Crafting system.



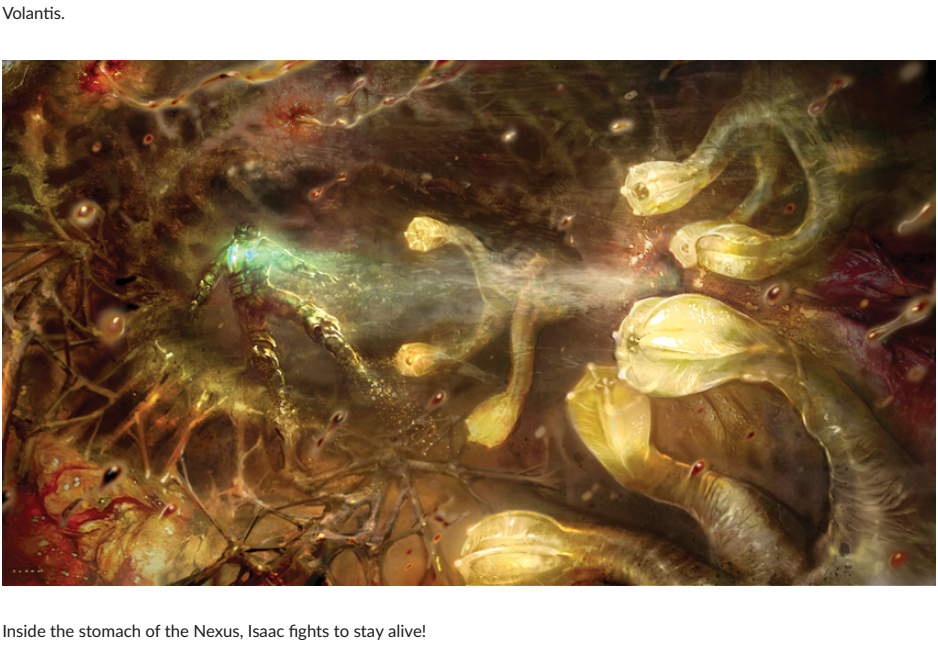
The Workbench, where the Weapon Crafting system takes place throughout the game.



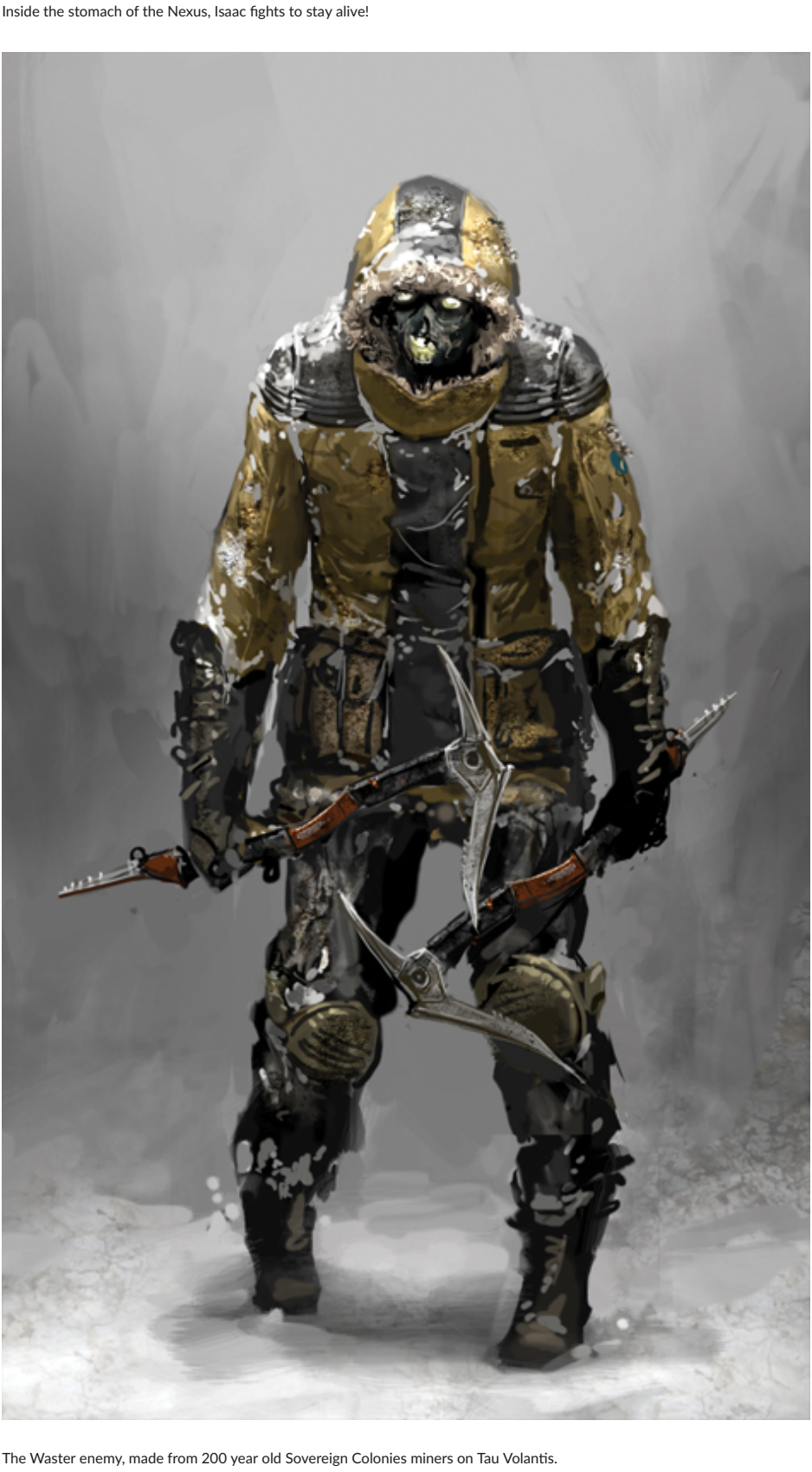
The Ripper modules from the Weapon Crafting system.



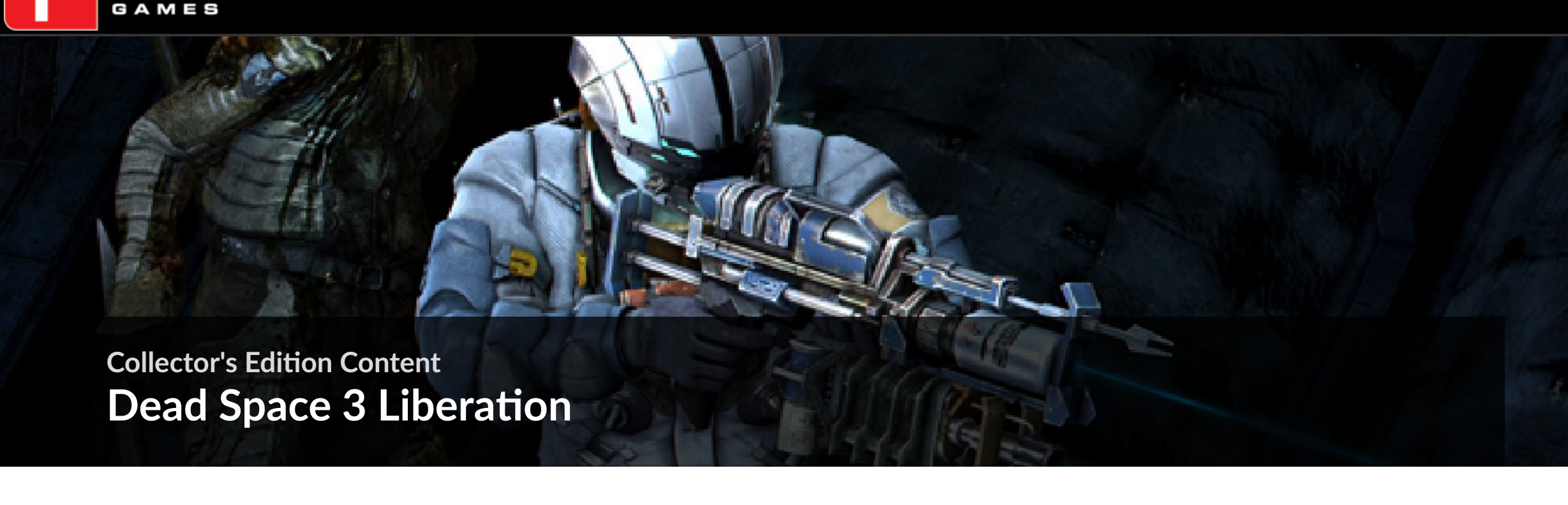
Epic shot of Isaac Clarke standing on the platform of a derelict 200 year old Sovereign Colonies research ship, high above Tau Volantis.



Inside the stomach of the Nexus, Isaac fights to stay alive!



The Waster enemy, made from 200 year old Sovereign Colonies miners on Tau Volantis.



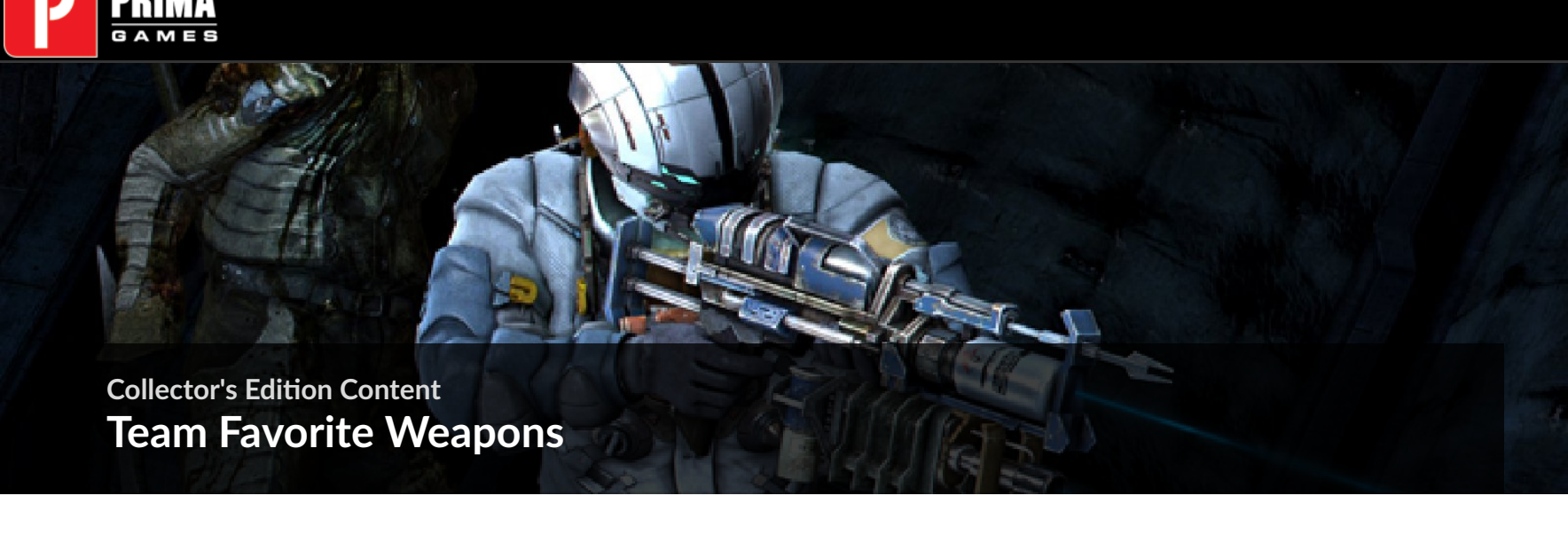
Collector's Edition Content

Dead Space 3 Liberation

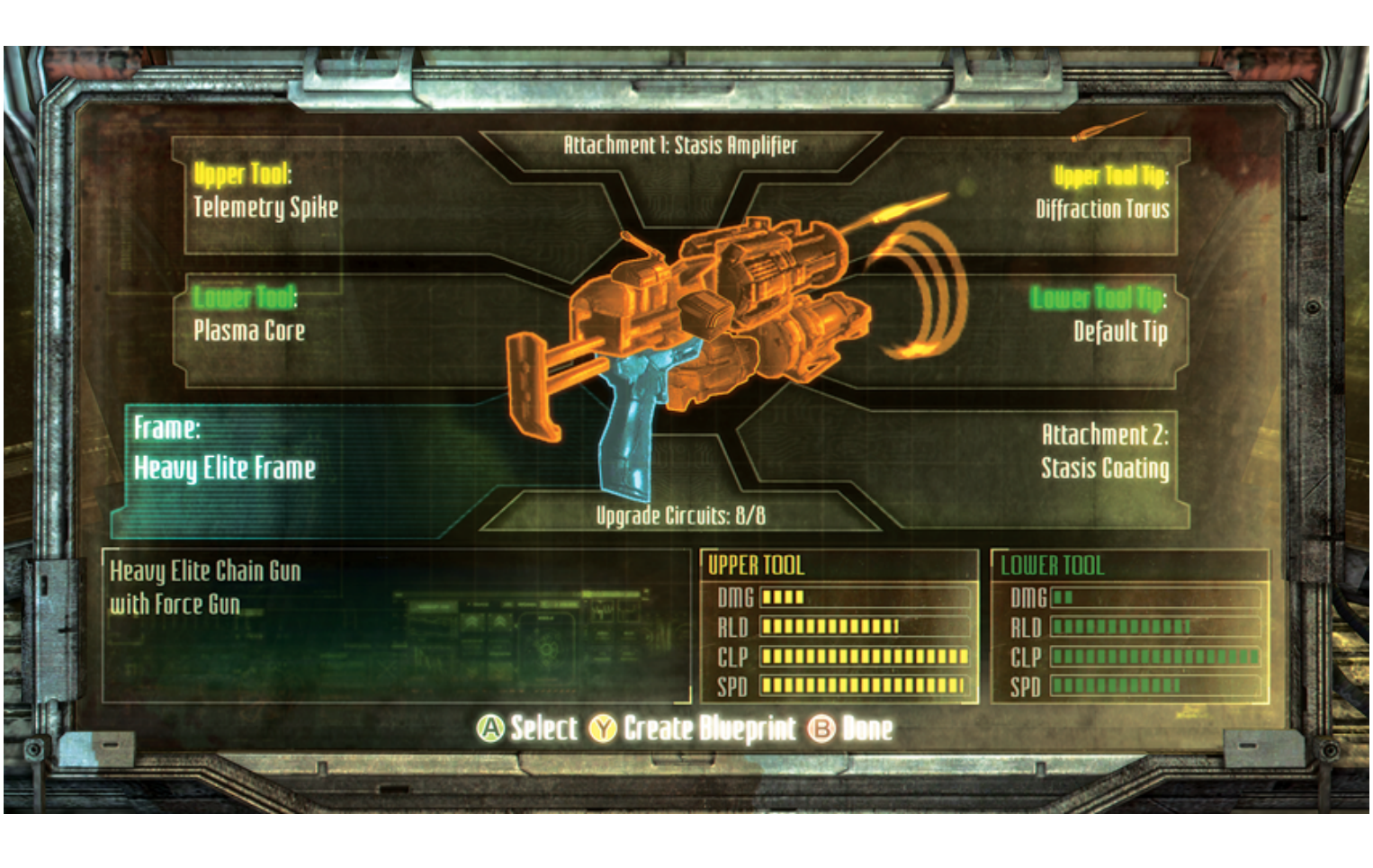
A prequel to the events of the smash video game hit Dead Space 3, we follow Earthgov Sergeant, John Carver who's wife and son are attacked by fanatics trying to liberate the Marker site where she works. Racing to solve the clues his wife left behind, Carver teams up with Ellie Langford, survivor of an earlier necromorph outbreak on the Sprawl, and EarthGov Captain Robert Norton. Together they unlock deep secrets about the Markers in an epic adventure that will help determine the fate of mankind.

JUST FOR YOU...
Peng

RAAAAA
EUDORA! WHAT'S HAPPENING OUT THERE?
UNDER ATTACK. SHIELDS AND ARMOUR HOLDING BUT THEY BLOWING THE FUCK OUT OF EVERYTHING!
WE'RE QUICK, BUT IF THEYCATCH US IN THE CROSS HAIRS AND CONNECT-
CAPTAIN-
WE HAVE ANOTHER MISSILE INBOUND-
GET OUT OUT OF THERE!
ELLIE!
ELLIE!
THAT'S KIND WIERD.
YAH.



pitch black 391



Attachment 1: Stasis Amplifier
Upper Tool: Telemetry Spike
Upper Tool Tip: Diffraction Torus
Lower Tool: Plasma Core
Lower Tool Tip: Default Tip
Frame: Heavy Elite Frame
Attachment 2: Stasis Coating
Upgrade Circuits: 8/8
Heavy Elite Chain Gun with Force Gun

UPPER TOOL
DMG
RLD
CLP
SPD
LOWER TOOL
DMG
RLD
CLP
SPD
Ⓐ Select Ⓨ Create Blueprint Ⓑ Done

Frame: Standard Heavy

Primary engine: Telem Spike

Primary Tip: Deffraction Torus

Secondary engine: Plasma Core

Secondary tip: none

Top Attachment: Stasis Amp

Side Attachment: Stasis Coating

circuit 1: Dmg +2 RoF +2

circuit 2: Dmg +2 RoF +2

circuit 3: Clp +2 Dmg +2

circuit 4: Clp +2 Dmg +2

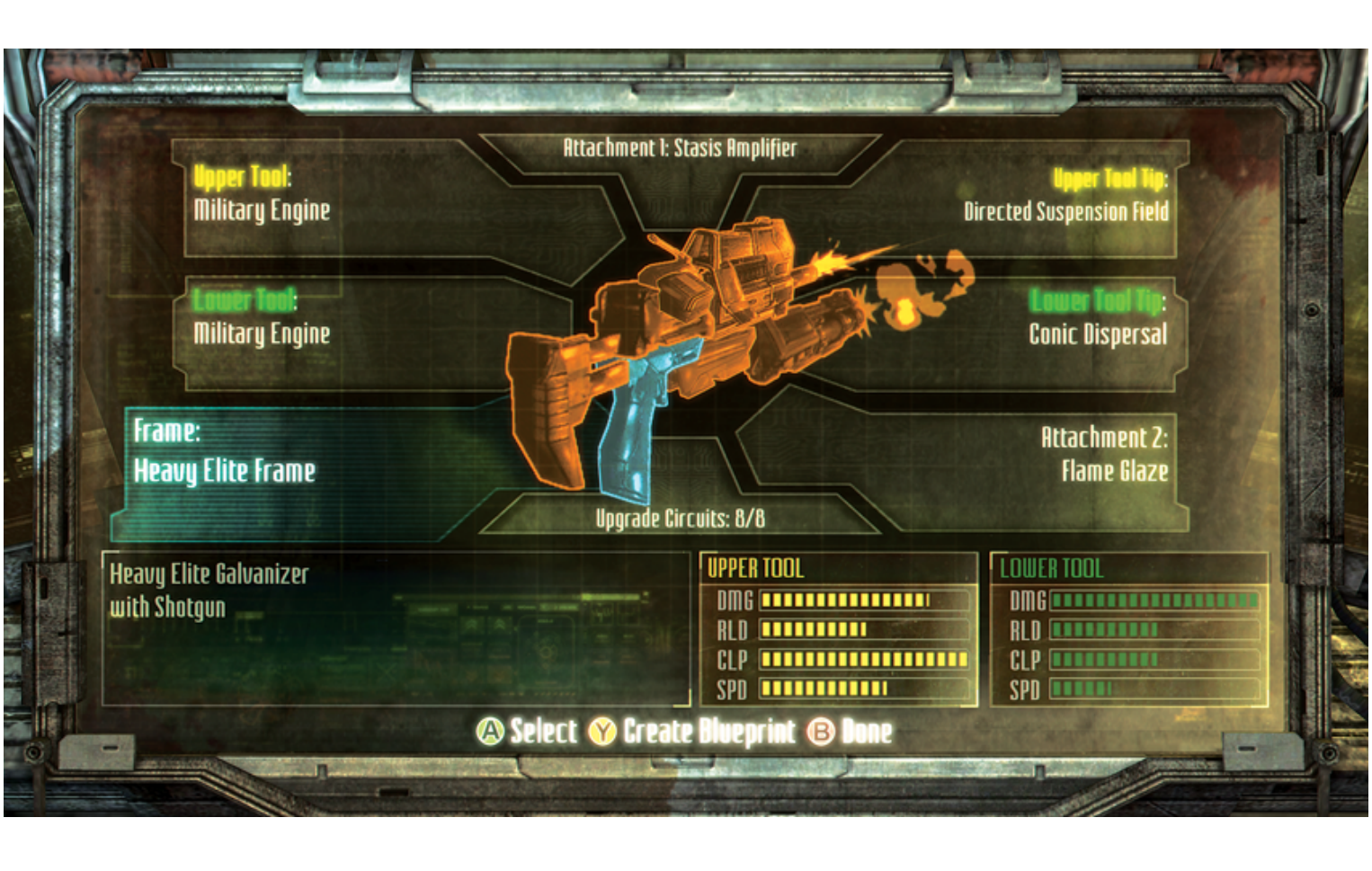
circuit 5: Rld +2 Clp +2

circuit 6: Rld +2 Clp +2

circuit 7: Rld +2 Clp +2

circuit 8: Rld +2 Clp +2

intimid8r



Attachment 1: Stasis Amplifier
Upper Tool: Military Engine
Upper Tool Tip: Directed Suspension Field
Lower Tool: Military Engine
Lower Tool Tip: Conic Dispersal
Frame: Heavy Elite Frame
Attachment 2: Flame Glaze
Upgrade Circuits: 8/8
Heavy Elite Galvanizer with Shotgun

UPPER TOOL
DMG
RLD
CLP
SPD
LOWER TOOL
DMG
RLD
CLP
SPD
Ⓐ Select Ⓨ Create Blueprint Ⓑ Done

Frame: Standard Heavy

Primary engine: Military

Primary Tip: Directed suspention

Secondary engine: Military

Secondary Tip: Conic Dispersal

Top Attachment: Stasis Amp

Side Attachment: Flame Glaze

circuit 1: RoF +2 Dmg +2

circuit 2: RoF +2 Dmg +2

circuit 3: Clp +2 Dmg +2

circuit 4: Clp +2 Dmg +2

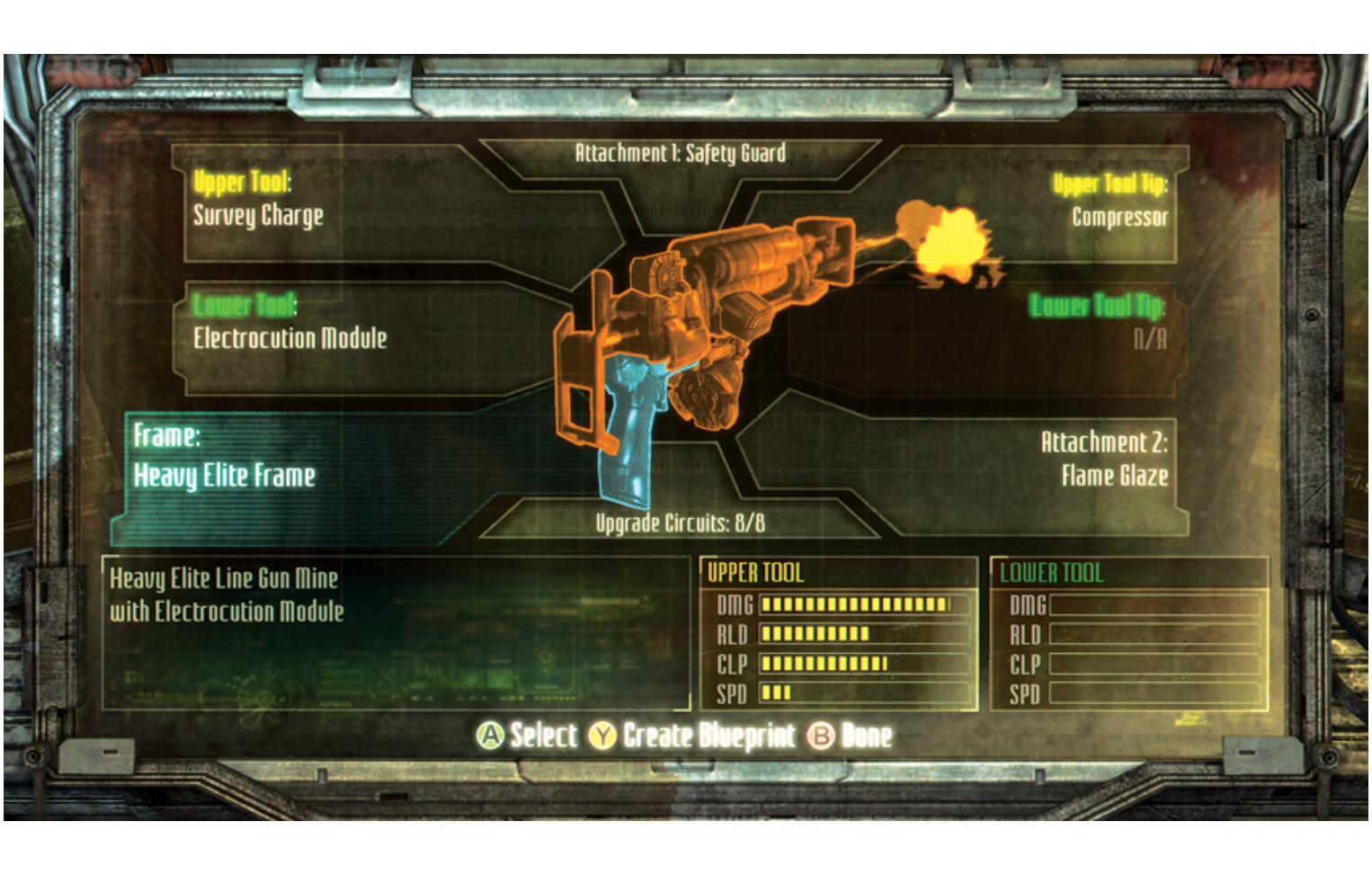
circuit 5: RoF +2 Dmg +2

circuit 6: RoF +2 Dmg +2

circuit 7: RoF +2 Dmg +2

circuit 8: RoF +2 Dmg +2

shocker



Attachment 1: Safety Guard
Upper Tool: Survey Charge
Upper Tool Tip: Compressor
Lower Tool: Electrocution Module
Lower Tool Tip: N/A
Frame: Heavy Elite Frame
Attachment 2: Flame Glaze
Upgrade Circuits: 8/8
Heavy Elite Line Gun Mine with Electrocution Module

UPPER TOOL
DMG
RLD
CLP
SPD
LOWER TOOL
DMG
RLD
CLP
SPD
Ⓐ Select Ⓨ Create Blueprint Ⓑ Done

Frame: Heavy standard

Primary engine: Survey charge

Primary Tip: compressor

Secondary engine: Electro Mod

Secondary tip: none

Top Attachment: Safety guard

Side Attachment: Flame Glaze

circuit 1: RoF +2 Clp +2

circuit 2: RoF +2 Clp +2

circuit 3: RoF +2 Clp +2

circuit 4: RoF +2 Clp +2

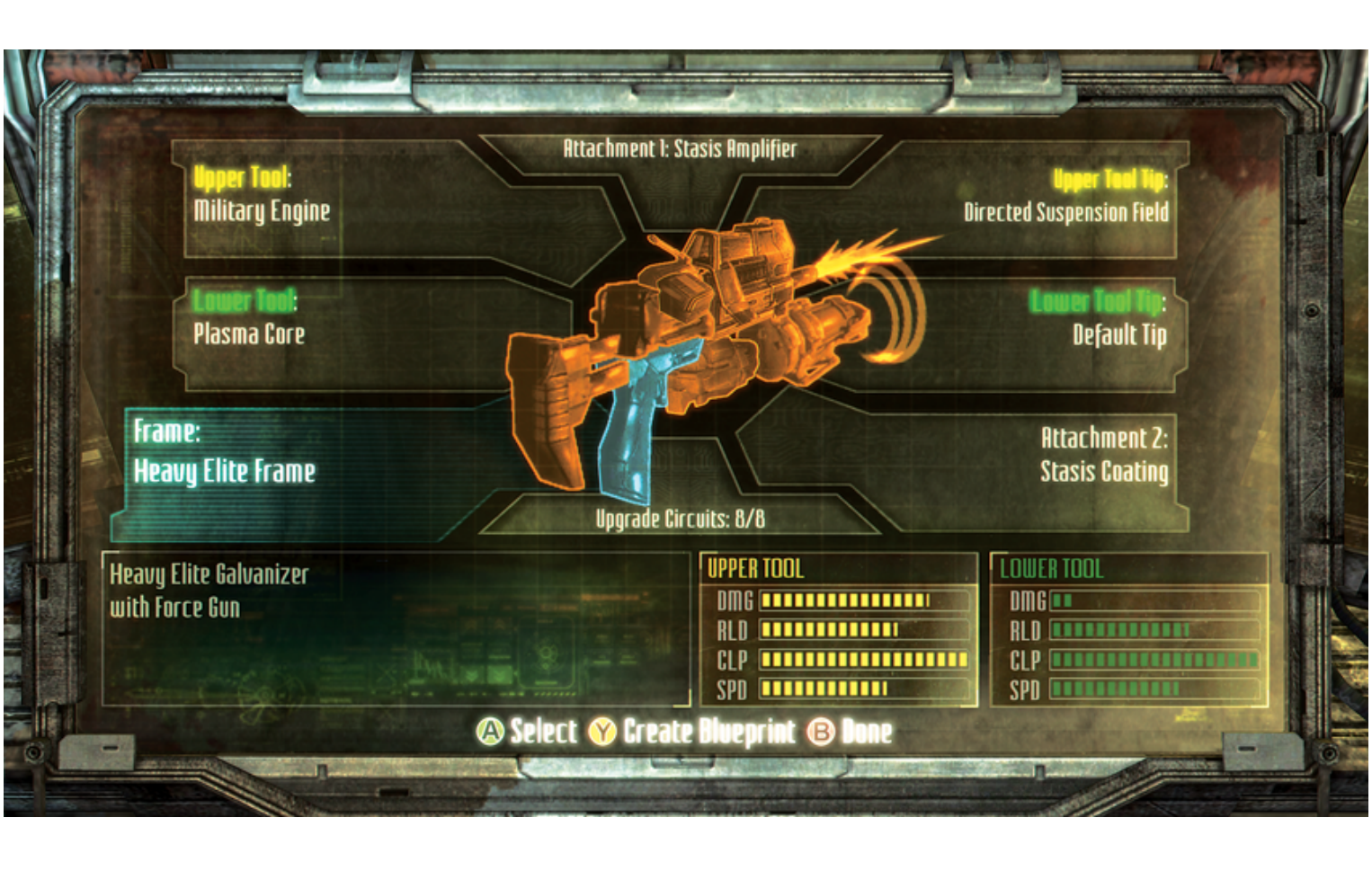
circuit 5: Rld +2 Clp +2

circuit 6: Rld +2 Clp +2

circuit 7: Rld +2 Clp +2

circuit 8: Rld +2 Clp +2

... and Tubes



Attachment 1: Stasis Amplifier
Upper Tool: Military Engine
Upper Tool Tip: Directed Suspension Field
Lower Tool: Plasma Core
Lower Tool Tip: Default Tip
Frame: Heavy Elite Frame
Attachment 2: Stasis Coating
Upgrade Circuits: 8/8
Heavy Elite Galvanizer with Force Gun

UPPER TOOL
DMG
RLD
CLP
SPD
LOWER TOOL
DMG
RLD
CLP
SPD
Ⓐ Select Ⓨ Create Blueprint Ⓑ Done

Frame: Standard Heavy

Primary engine: Military

Primary Tip: Directed suspention

Secondary engine: Plasma Core

Secondary tip: none

Top Attachment: Stasis Amp

Side Attachment: Stasis Coating

circuit 1: RoF +2 Dmg +2

circuit 2: RoF +2 Dmg +2

circuit 3: Clp +2 Dmg +2

circuit 4: Clp +2 Dmg +2

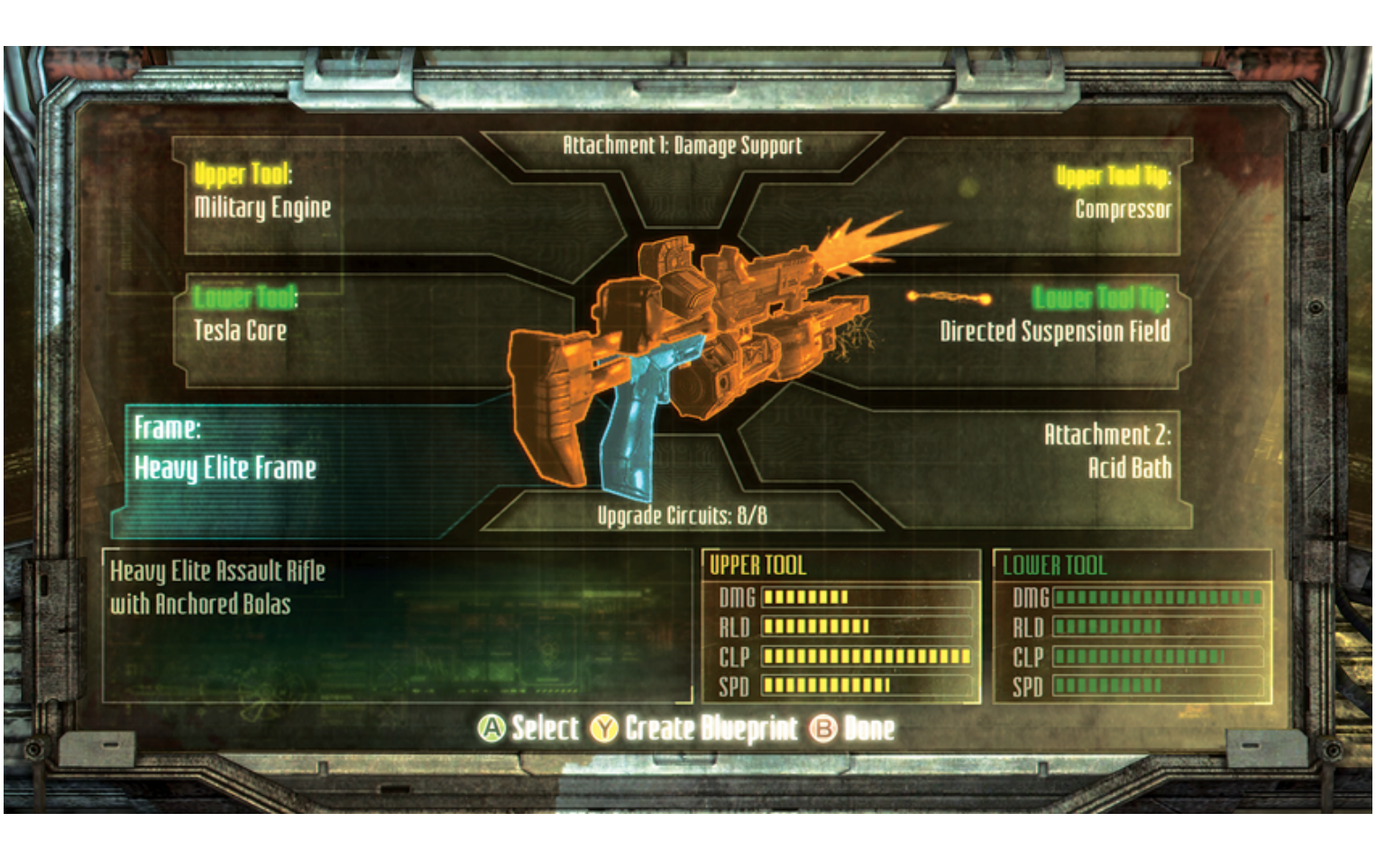
circuit 5: Rld +2 Clp +2

circuit 6: Rld +2 Clp +2

circuit 7: Rld +2 Clp +2

circuit 8: Rld +2 Clp +2

Sweep the Leg



Attachment 1: Damage Support
Upper Tool: Military Engine
Upper Tool Tip: Compressor
Lower Tool: Tesla Core
Lower Tool Tip: Directed Suspension Field
Frame: Heavy Elite Frame
Attachment 2: Acid Bath
Upgrade Circuits: 8/8
Heavy Elite Assault Rifle with Anchored Bolas

UPPER TOOL
DMG
RLD
CLP
SPD
LOWER TOOL
DMG
RLD
CLP
SPD
Ⓐ Select Ⓨ Create Blueprint Ⓑ Done

Frame: Standard Heavy

Primary engine: military

Primary Tip: compressor

Secondary engine: Tesla

Secondary tip: Direct Suspension

Top Attachment: damage support

Side Attachment: Acid

circuit 1: Clp +2 Dmg +2

circuit 2: Clp +2 Dmg +2

circuit 3: Clp +2 Dmg +2

circuit 4: Clp +2 Dmg +2

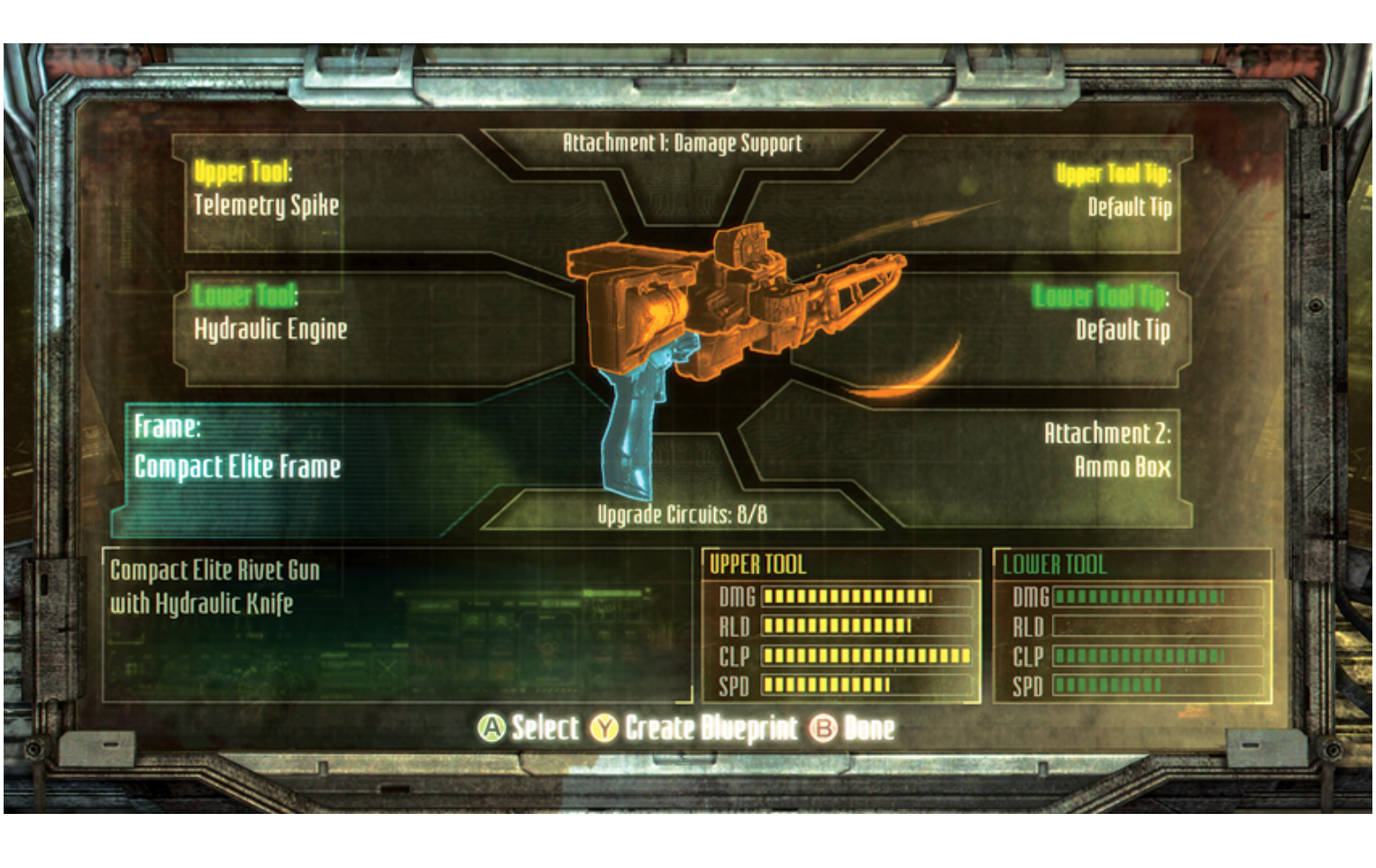
circuit 5: Clp +2 Dmg +2

circuit 6: Clp +2 Dmg +2

circuit 7: Clp +2 Dmg +2

circuit 8: Clp +2 Dmg +2

Ship Repair Tool



Attachment 1: Damage Support
Upper Tool: Telemetry Spike
Upper Tool Tip: Default Tip
Lower Tool: Hydraulic Engine
Lower Tool Tip: Default Tip
Frame: Compact Elite Frame
Attachment 2: Ammo Box
Upgrade Circuits: 8/8
Compact Elite Rivet Gun with Hydraulic Knife

UPPER TOOL
DMG
RLD
CLP
SPD
LOWER TOOL
DMG
RLD
CLP
SPD
Ⓐ Select Ⓨ Create Blueprint Ⓑ Done

Frame: Compact Standard

Primary engine: Telem Spike

Primary Tip: none

Secondary engine: Melee

Secondary tip: none

Top Attachment: Damage Support

Side Attachment: Ammo Box

circuit 1: Clp +2 Dmg +2

circuit 2: Clp +2 Dmg +2

circuit 3: RoF +2 Dmg +2

circuit 4: RoF +2 Dmg +2

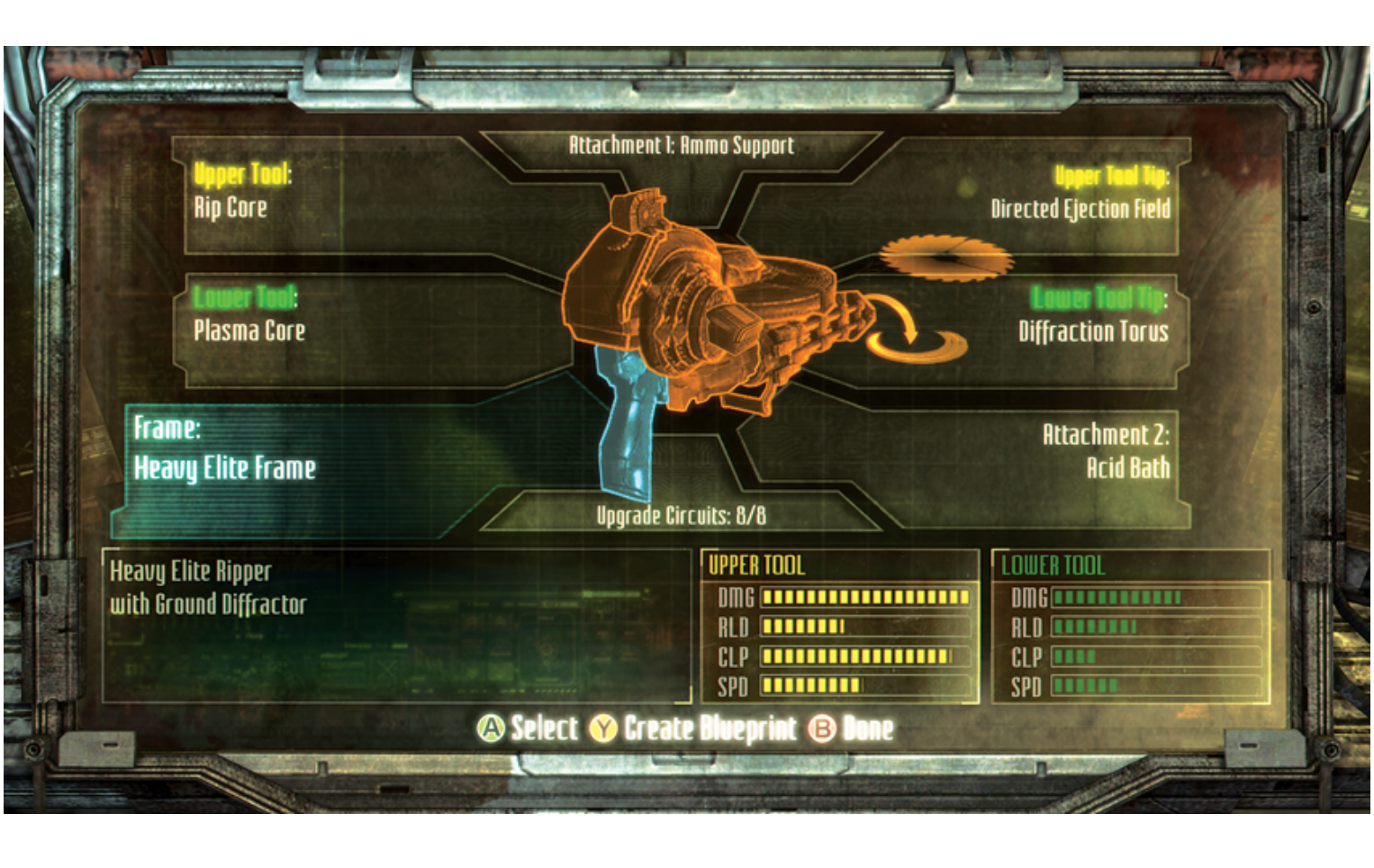
circuit 5: Clp +2 Dmg +2

circuit 6: Clp +2 Dmg +2

circuit 7: Clp +2 Dmg +2

circuit 8: Clp +2 Dmg +2

Slam Chop



Attachment 1: Ammo Support
Upper Tool: Rip Core
Upper Tool Tip: Directed Ejection Field
Lower Tool: Plasma Core
Lower Tool Tip: Diffraction Torus
Frame: Heavy Elite Frame
Attachment 2: Acid Bath
Upgrade Circuits: 8/8
Heavy Elite Ripper with Ground Diffractor

UPPER TOOL
DMG
RLD
CLP
SPD
LOWER TOOL
DMG
RLD
CLP
SPD
Ⓐ Select Ⓨ Create Blueprint Ⓑ Done

Frame: Heavy Standard

Primary engine: Rip core

Primary Tip: Ejection

Secondary engine: Plasma

Secondary tip: Defraction

Top Attachment: Ammo Support

Side Attachment: Acid Bath

circuit 1: +2 ROF

circuit 2: +2 ROF

circuit 3: +2 EFF

circuit 4: +2 EFF

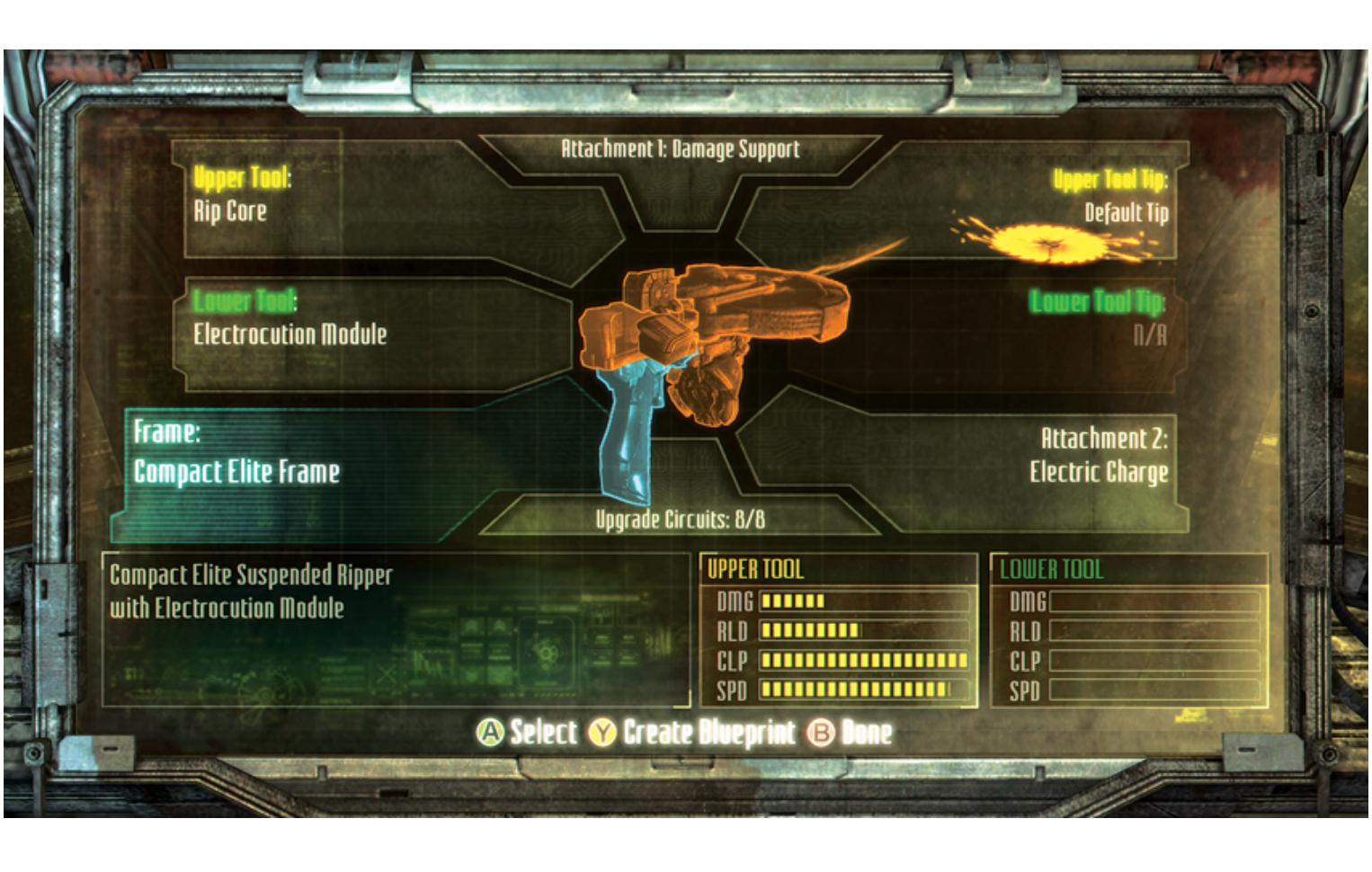
circuit 5: +2 RLD

circuit 6: +2 RLD

circuit 7: +2 RLD

circuit 8: +2 RLD

Disemboweler



Attachment 1: Damage Support
Upper Tool: Rip Core
Upper Tool Tip: Default Tip
Lower Tool: Electrocution Module
Lower Tool Tip: N/A
Frame: Compact Elite Frame
Attachment 2: Electric Charge
Upgrade Circuits: 8/8
Compact Elite Suspended Ripper with Electrocution Module

UPPER TOOL
DMG
RLD
CLP
SPD
LOWER TOOL
DMG
RLD
CLP
SPD
Ⓐ Select Ⓨ Create Blueprint Ⓑ Done

Frame: Compact Standard

Primary engine: Rip Core

Primary Tip: none

Secondary engine: Electrocution Mod

Secondary tip: none

Top Attachment: Damage Support

Side Attachment: Electric charge

circuit 1: Rld +2 Clp +2

circuit 2: Rld +2 Clp +2

circuit 3: Rld +2 Clp +2

circuit 4: Rld +2 Clp +2

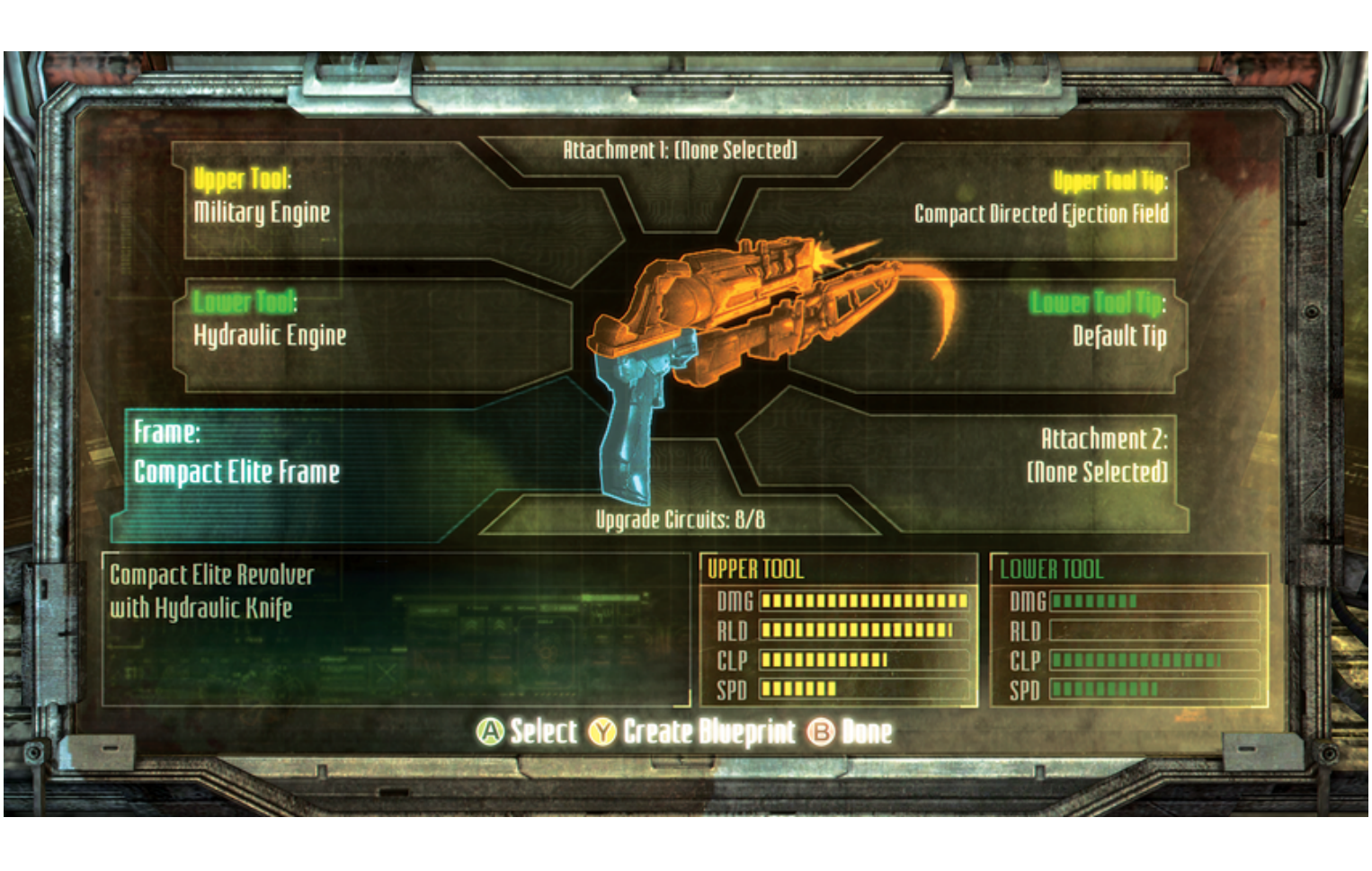
circuit 5: Rld +2 Clp +2

circuit 6: Rld +2 Clp +2

circuit 7: Rld +2 Clp +2

circuit 8: Rld +2 Clp +2

Tre Pound Seven



Attachment 1: (None Selected)
Upper Tool: Military Engine
Upper Tool Tip: Compact Directed Ejection Field
Lower Tool: Hydraulic Engine
Lower Tool Tip: Default Tip
Frame: Compact Elite Frame
Attachment 2: (None Selected)
Upgrade Circuits: 8/8
Compact Elite Revolver with Hydraulic Knife

UPPER TOOL
DMG
RLD
CLP
SPD
LOWER TOOL
DMG
RLD
CLP
SPD
Ⓐ Select Ⓨ Create Blueprint Ⓑ Done

Frame: Compact Standard

Primary engine: Military

Primary Tip: Compact Direct ejection

Secondary engine: Melee

Secondary tip: none

Top Attachment: none

Side Attachment: none

circuit 1: RoF +2 Dmg +2

circuit 2: RoF +2 Dmg +2

circuit 3: Clp +2 Dmg +2

circuit 4: Clp +2 Dmg +2

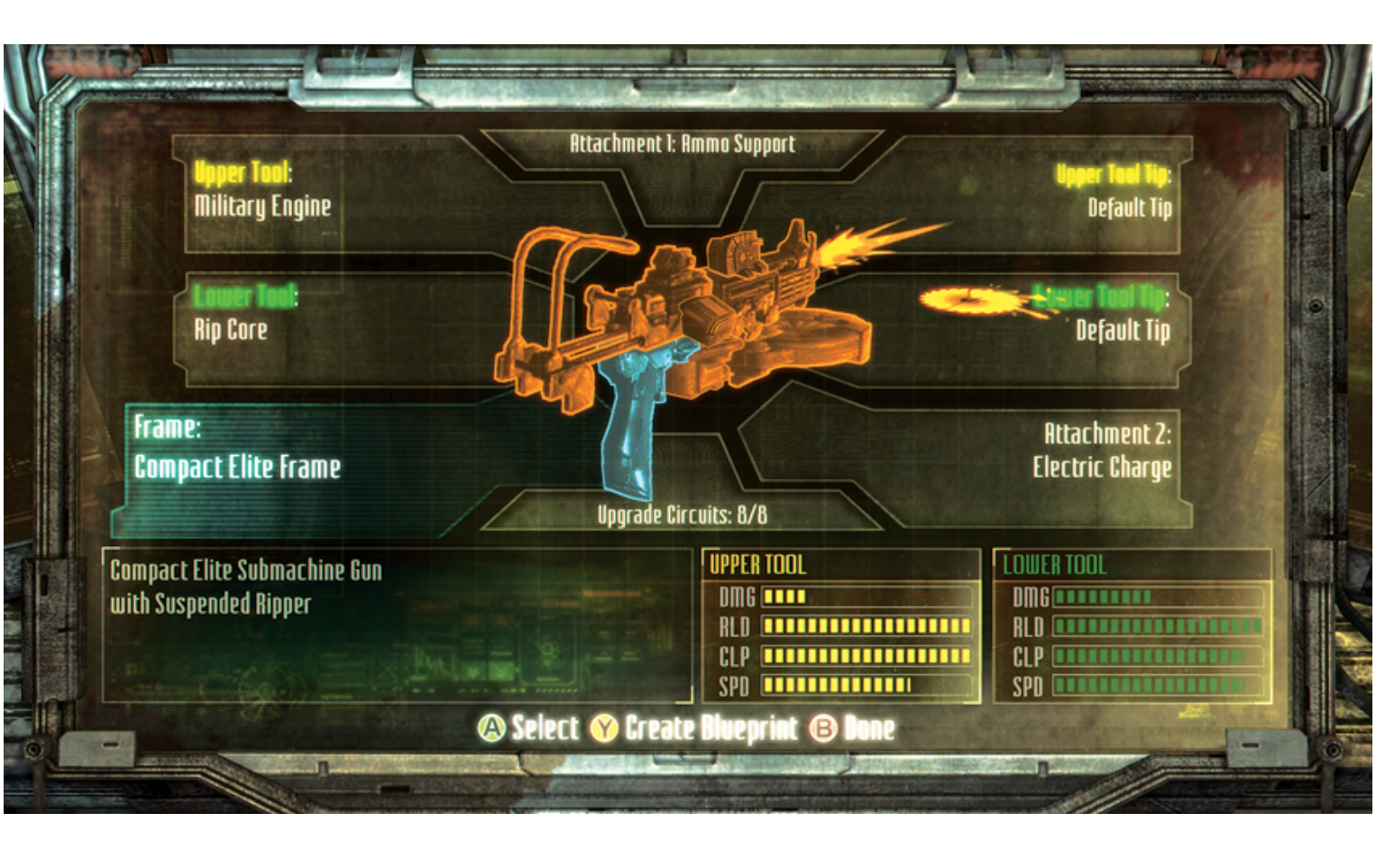
circuit 5: Rld +2 Clp +2

circuit 6: Rld +2 Clp +2

circuit 7: Rld +2 Clp +2

circuit 8: Rld +2 Clp +2

Desperation



Attachment 1: Ammo Support
Upper Tool: Military Engine
Upper Tool Tip: Default Tip
Lower Tool: Rip Core
Lower Tool Tip: Default Tip
Frame: Compact Elite Frame
Attachment 2: Electric Charge
Upgrade Circuits: 8/8
Compact Elite Submachine Gun with Suspended Ripper

UPPER TOOL
DMG
RLD
CLP
SPD
LOWER TOOL
DMG
RLD
CLP
SPD
Ⓐ Select Ⓨ Create Blueprint Ⓑ Done

Frame: Compact Standard

Primary engine: Military

Primary Tip: none

Secondary engine: Ripcore

Secondary tip: none

Top Attachment: Ammo support

Side Attachment: Electric charge

circuit 1: Rld +2 Clp +2

circuit 2: Rld +2 Clp +2

circuit 3: Rld +2 Clp +2

circuit 4: Rld +2 Clp +2

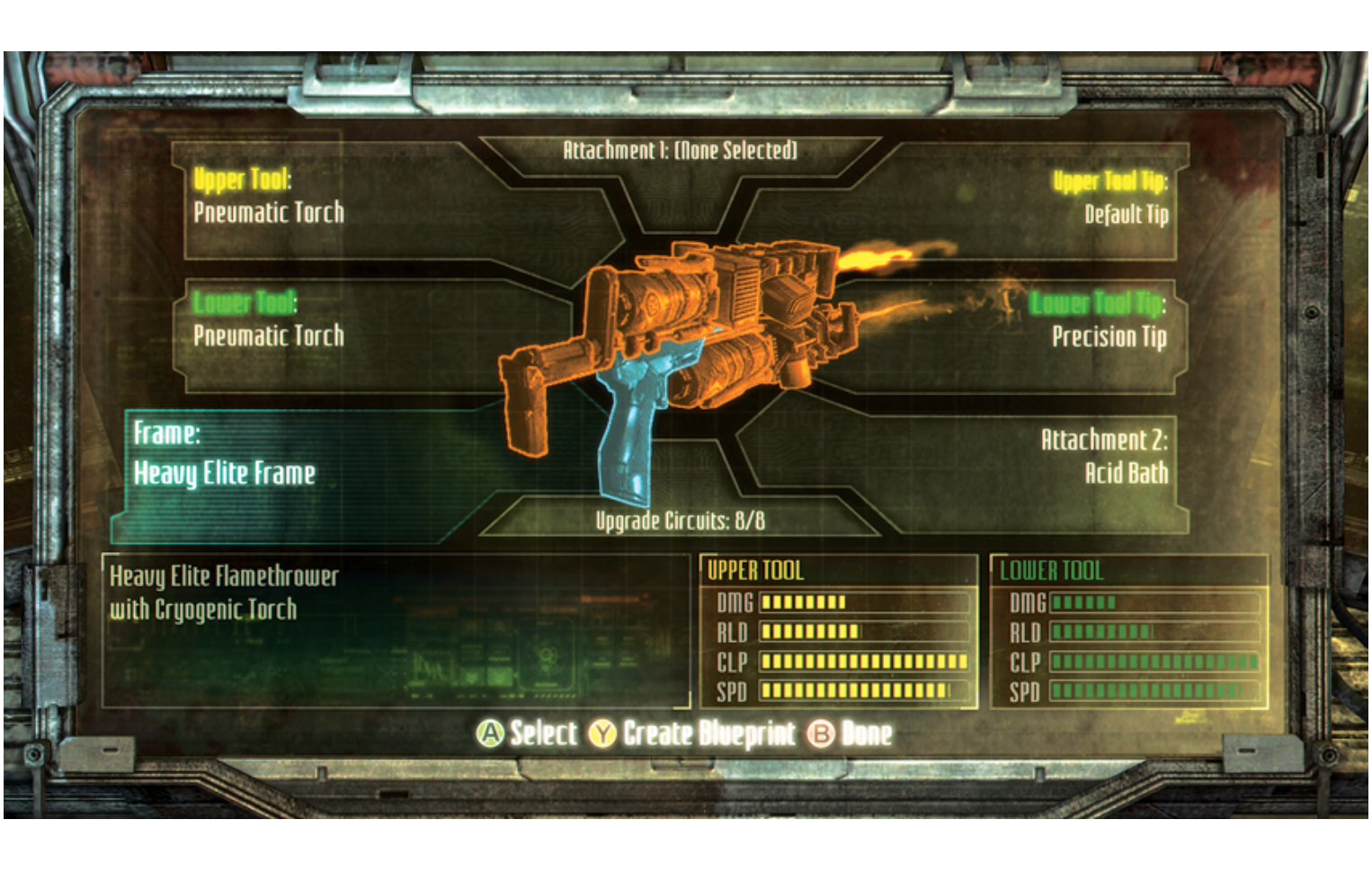
circuit 5: Rld +2 Clp +2

circuit 6: Rld +2 Clp +2

circuit 7: Rld +2 Dmg +2

circuit 8: Rld +2 Dmg +2

Infected Dissolver



Attachment 1: (None Selected)
Upper Tool: Pneumatic Torch
Upper Tool Tip: Default Tip
Lower Tool: Pneumatic Torch
Lower Tool Tip: Precision Tip
Frame: Heavy Elite Frame
Attachment 2: Acid Bath
Upgrade Circuits: 8/8
Heavy Elite Flamethrower with Cryogenic Torch

UPPER TOOL
DMG
RLD
CLP
SPD
LOWER TOOL
DMG
RLD
CLP
SPD
Ⓐ Select Ⓨ Create Blueprint Ⓑ Done

Frame: Heavy Standard

Primary engine: Torch

Primary Tip: none

Secondary engine: Torch

Secondary tip: Precision

Top Attachment: none

Side Attachment: Acid Bath

circuit 1: Rld +2 Clp +2

circuit 2: Rld +2 Clp +2

circuit 3: Rld +2 Clp +2

circuit 4: Rld +2 Clp +2

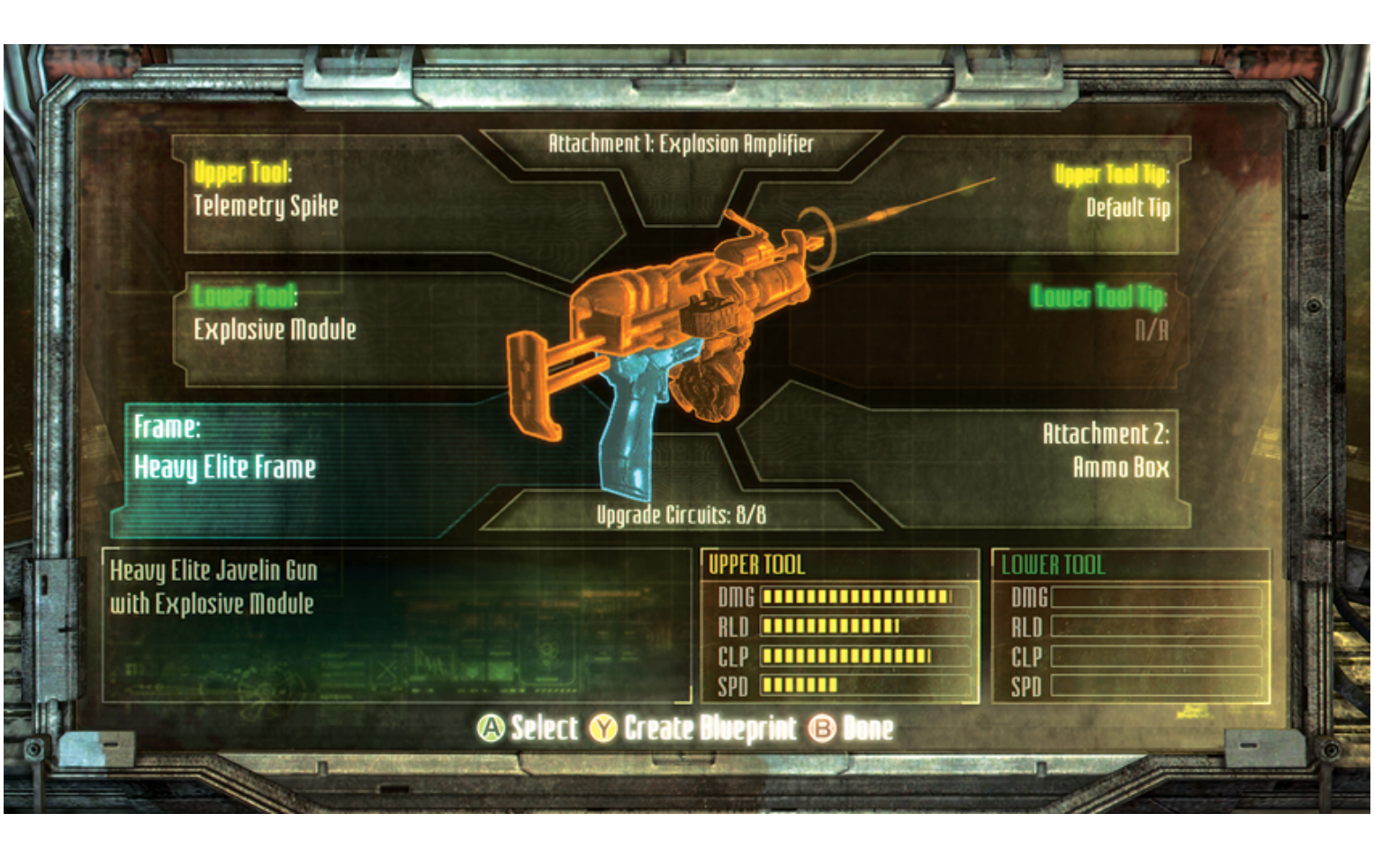
circuit 5: Rld +2 Clp +2

circuit 6: Rld +2 Clp +2

circuit 7: Rld +2 Clp +2

circuit 8: Rld +2 Clp +2

Identify and Destroy



Attachment 1: Explosion Amplifier
Upper Tool: Telemetry Spike
Upper Tool Tip: Default Tip
Lower Tool: Explosive Module
Lower Tool Tip: N/A
Frame: Heavy Elite Frame
Attachment 2: Ammo Box
Upgrade Circuits: 8/8
Heavy Elite Javelin Gun with Explosive Module

UPPER TOOL
DMG
RLD
CLP
SPD
LOWER TOOL
DMG
RLD
CLP
SPD
Ⓐ Select Ⓨ Create Blueprint Ⓑ Done

Frame: heavy Standard

Primary engine: Telem spike

Primary Tip: none

Secondary engine: Explosion

Secondary tip: none

Top Attachment: Explosion amp

Side Attachment: Ammo box

circuit 1: Rof +2 Clp +2

circuit 2: Rof +2 Clp +2

circuit 3: Dmg +2 Clp +2

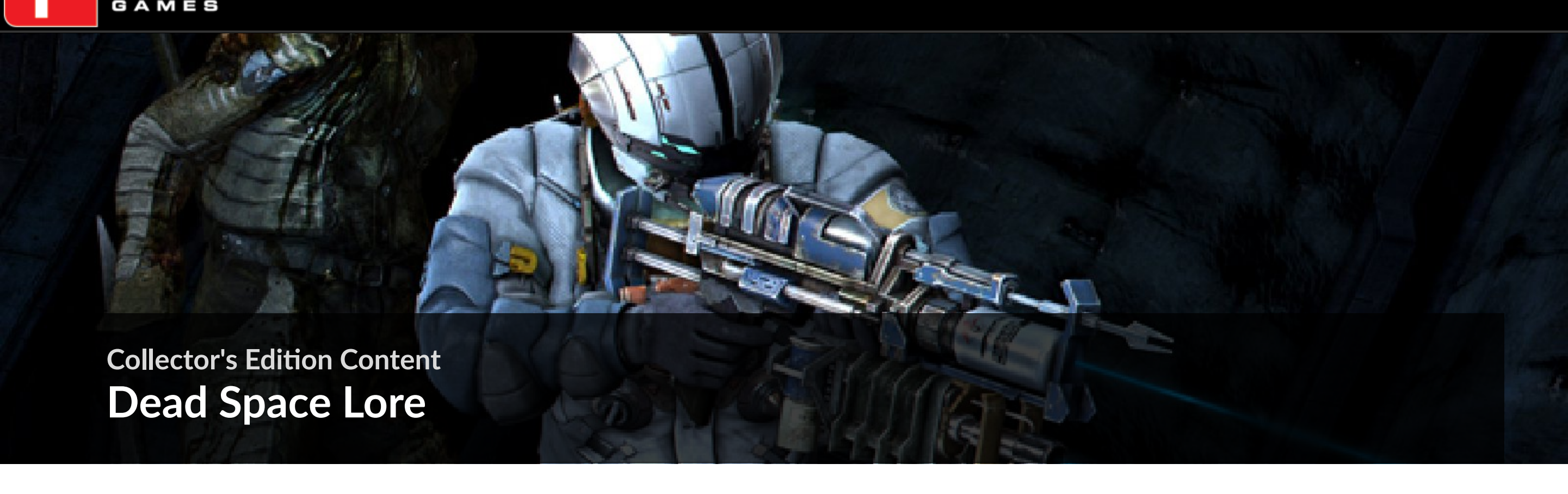
circuit 4: Dmg +2 Clp +2

circuit 5: Rld +2 Clp +2

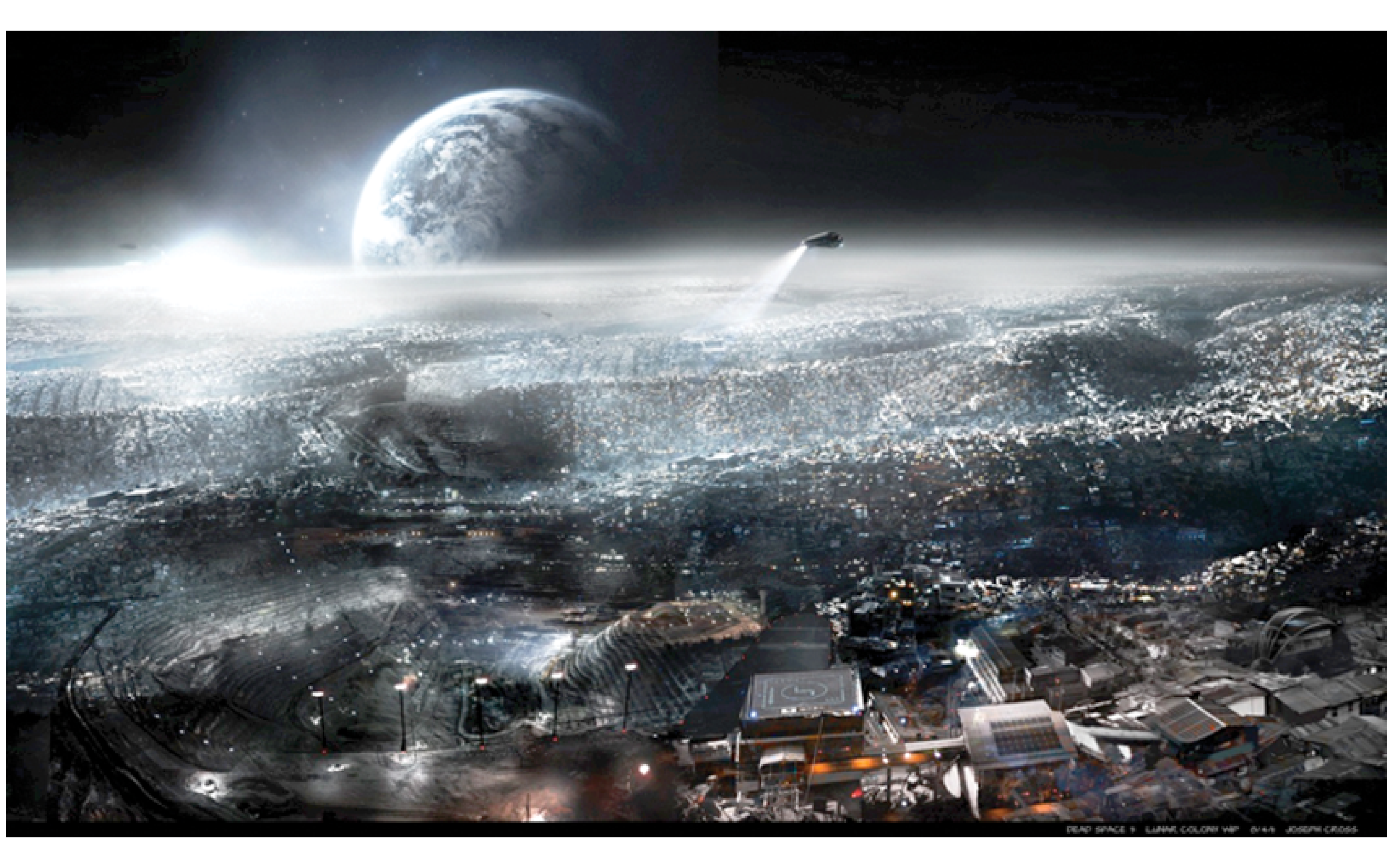
circuit 6: Rld +2 Clp +2

circuit 7: Rld +2 Clp +2

circuit 8: Rld +2 Clp +2



New Horizons Lunar Colony



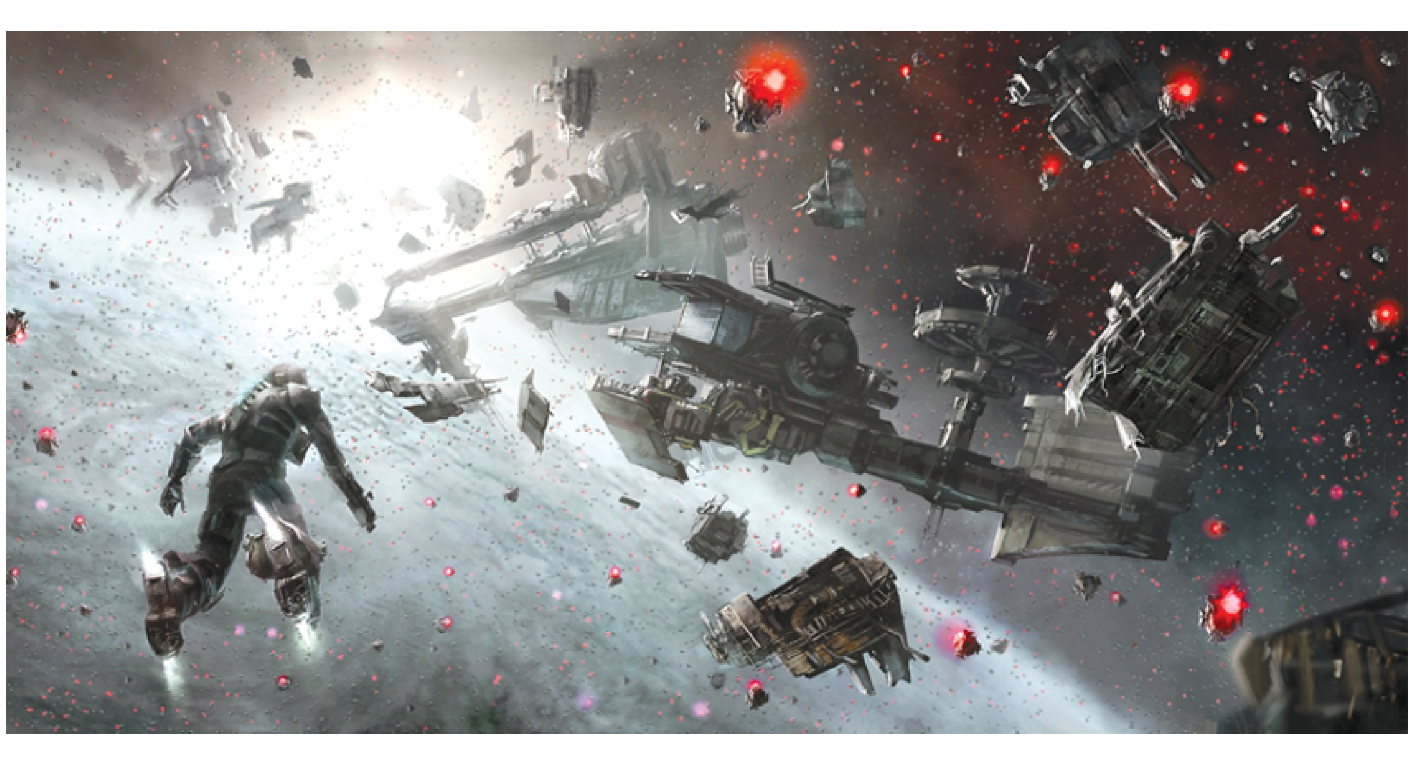
The first off-world colony to be formed was the New Horizons lunar colony in 2045. Originally the site of a strip mining operation, it soon became a staging area for missions to neighboring planets. As the space exploration era hit its stride, the Moon colony ballooned in size. Anyone with prospects in space were moving to New Horizons.

Initially, with so many governments trying to get a piece of the Moon, very little was properly regulated. Communities sprang up and sprawled without rhyme or reason, spilling around the strip mining sites and shipyards, up and down craters, and eventually stacked top to bottom as it became easier to build up than out. This led to poorly planned neighborhoods and improper or, in most cases, nonexistent zoning considerations.

For hundreds of years, people migrated to the Moon in droves. When distant space travel became less expensive and local resources were exhausted, New Horizons' industries began drying up. While once it was the place to be, it had become a slum populated by struggling businesses and an increasingly destitute population.

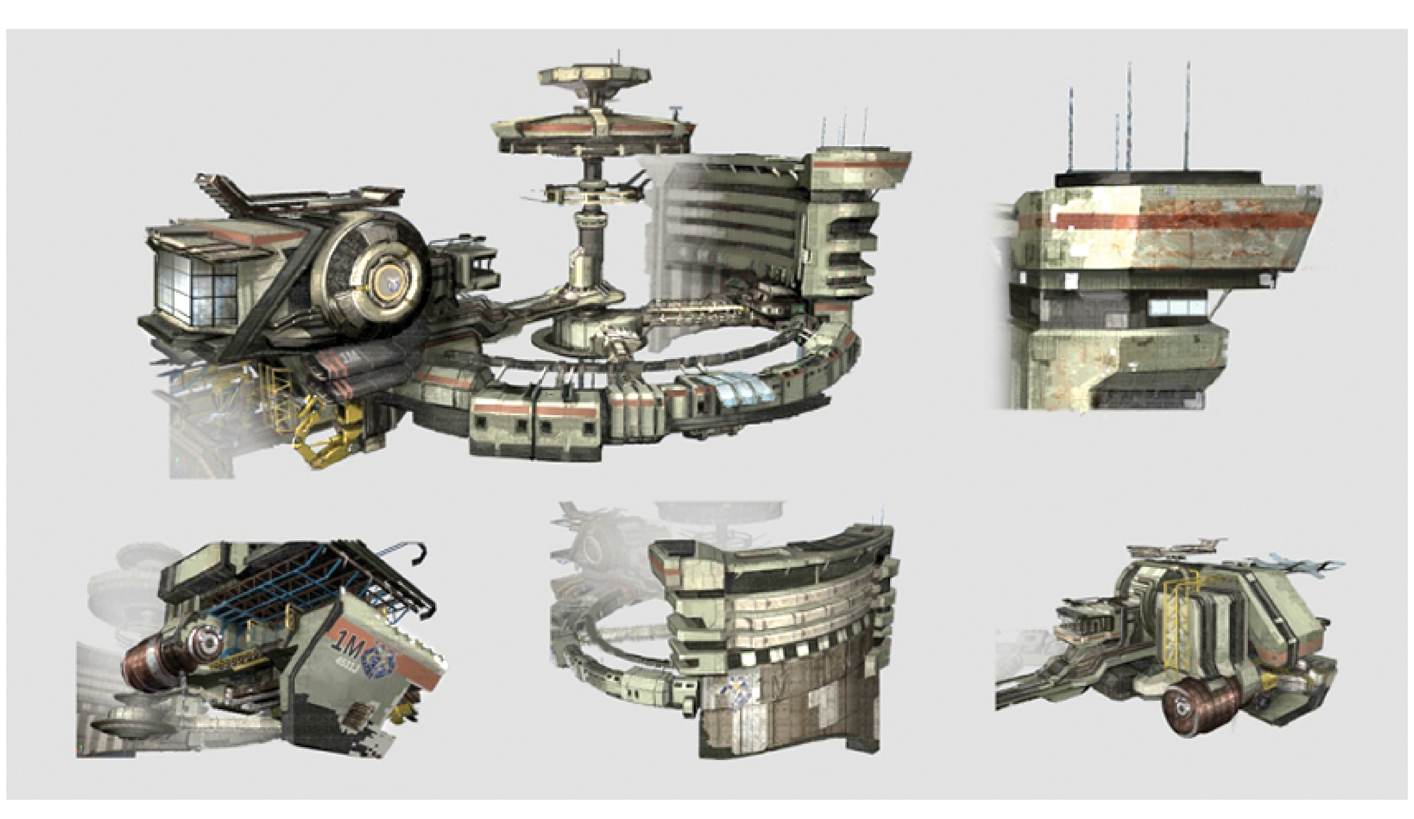
While major corporations still maintain offices and work sites on the Moon, no one seriously views the Moon as a money-making opportunity anymore. It's the sad place you layover while waiting for a flight out to a proper colony like Mars or Venus.

The Lost Flotilla



All Sovereign Colonies military ships use the prefix CMS, which stands for Colonial Military Ship. The ship type describes the ship's purpose while the classification indicates what version and hull type the ship uses. The class is the model of the ship as determined by the criteria listed in the chart below. The UIC is the Unit Identification Code, which serves as a permanent identification of the ship. lore_ce.csv

CMS Roanoke



Type: Orbital Command Platform

Classification: Command Ship (LCC 24)

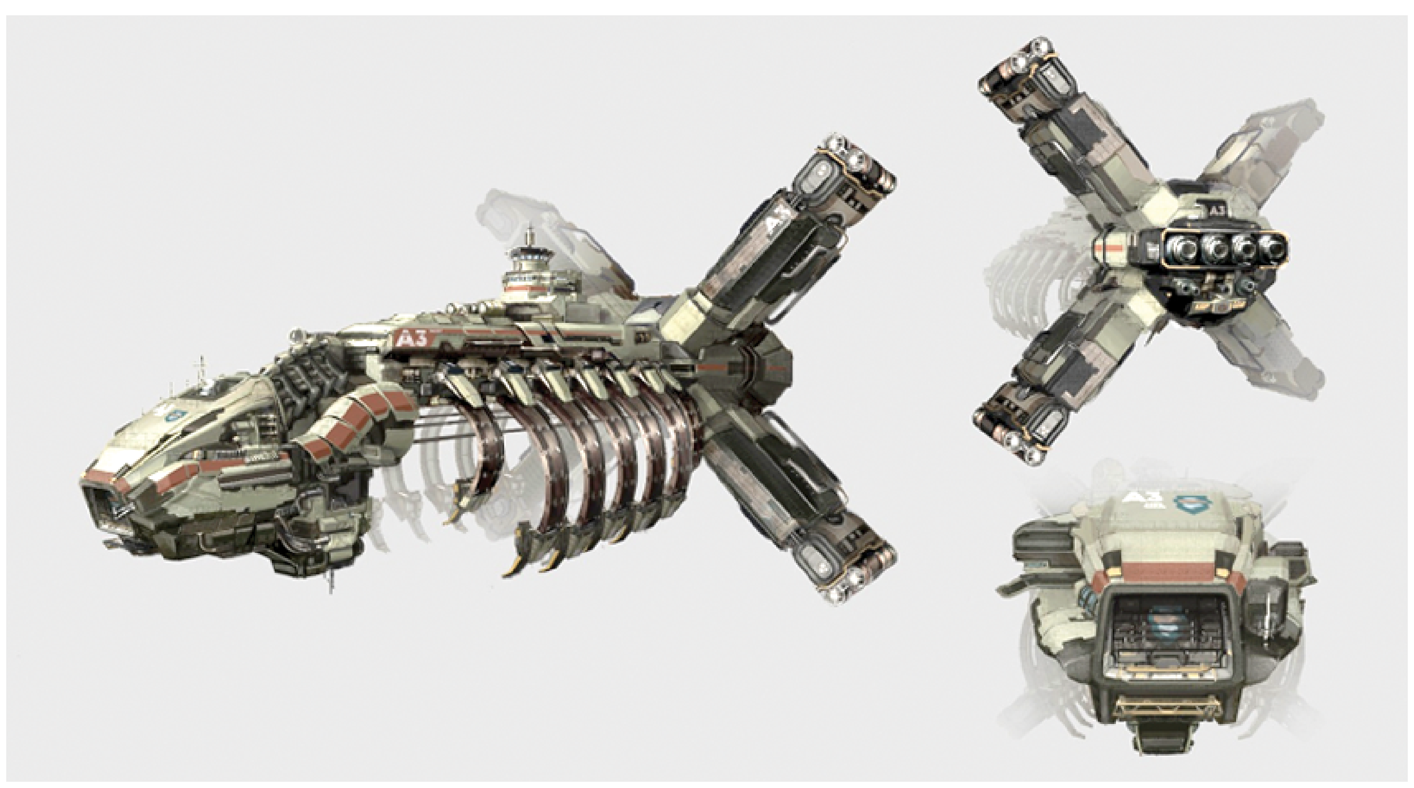
Class: UD-24

UIC: 11267

Alias: Overlord

The Roanoke is an orbital station with limited propulsion capabilities. It acted as the operational hub for the ships in orbit. It has external carriages to allow shuttles to dock. It is from here that planetside researchers arrived and departed. The facilities include the command center, shuttle maintenance/refueling bays, and facilities and sleeping quarters for the command staff and visiting researchers. In the center of the ship is a saucer-shaped tactical bridge that was used to strategically mastermind the mission. The Roanoke is for space only—no planetary travel.

CMS Terra Nova



Type: Mass Driver

Classification: Auxiliary Deep-Space Transport (ADT 60)

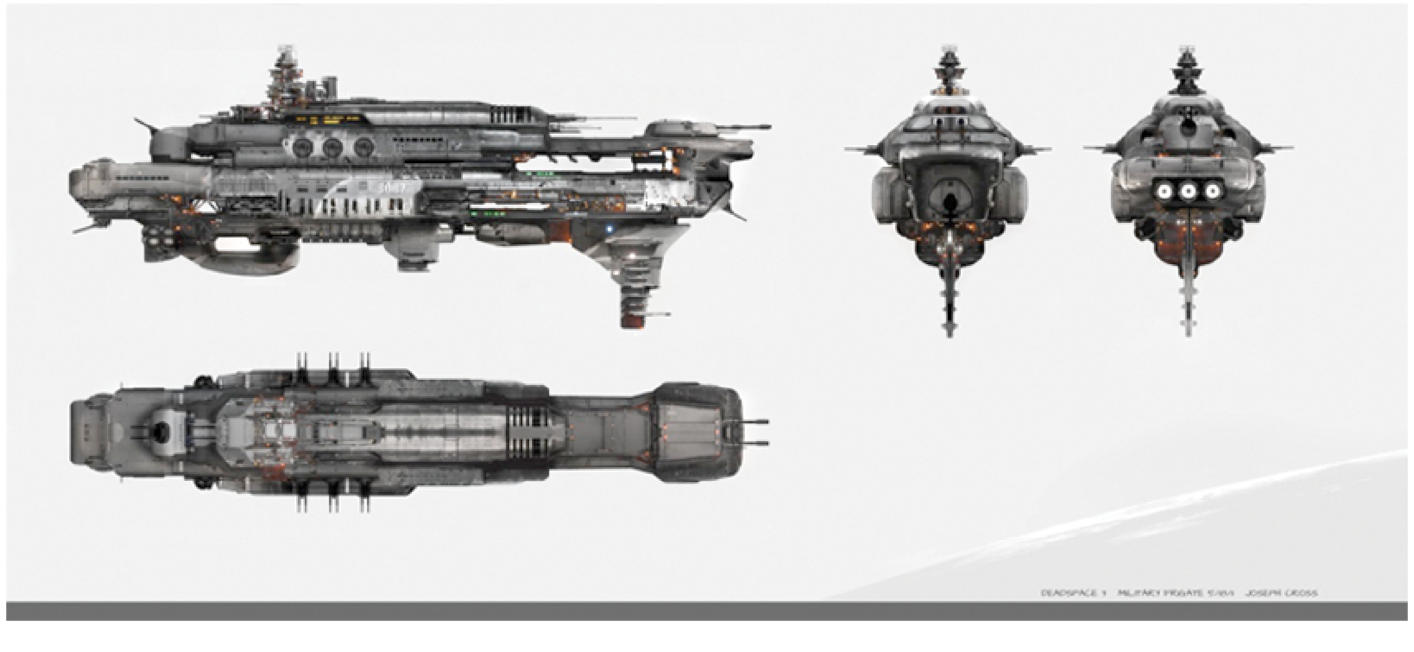
Class: CL-13

UIC: 30692

Alias: The Luv Boat

The Terra Nova was responsible for ferrying cargo and ships long distances through deep space. It has a somewhat cramped bridge up front with limited crew accommodations for the flight crew upstairs. The cargo docking area has a manned control room used to guide docking ships and operate the cargo loading mechanisms. Running along the top of the ship's spine is a conning tower that also functions as a second bridge and lookout area with accommodations underneath for the cargo and engineering crew. Mass drivers are for space only—no planetary travel.

CMS Brusilov



Type: Heavy Cruiser

Classification: Mine Countermeasures (MCM 397)

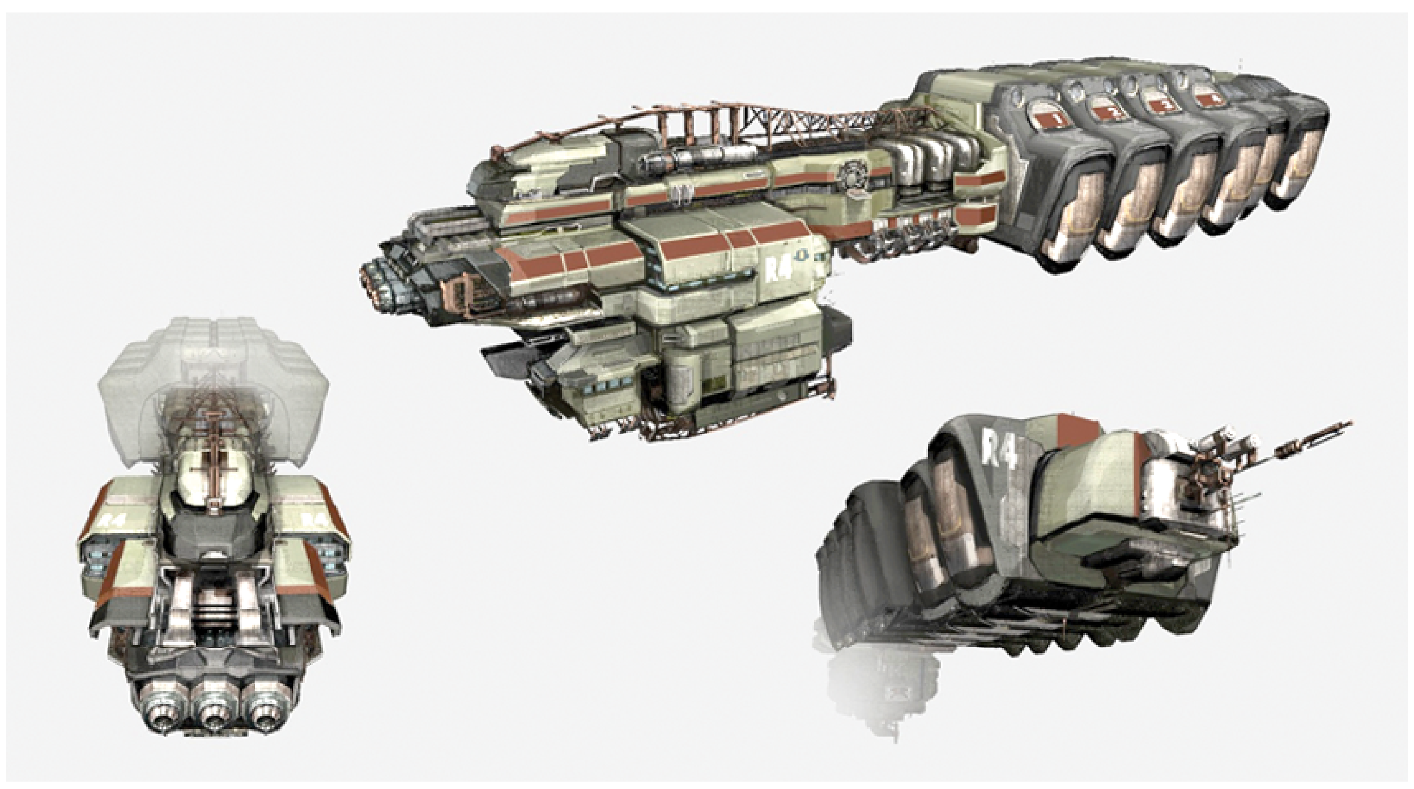
Class: M-422

UIC: 50172

Alias: The Comeback Kid

To keep the research operation safe, the Brusilov was deployed to watch over the other ships. It isn't a massive warship like the USM Valor from DS1. Instead it is focused on long-range detection of incoming ships. It is equipped with long-range missile defenses as its primary deterrent with short-range reactionless mass cannons for close-range combat. It also has a mine-deployment bay that it used to deploy space mines across the entire armada when the government sent the kill order to mission control. Aside from the weaponry, the Brusilov has crew accommodations that are significantly less comfortable than those found on the other ships. The ship is for space only—no planetary travel.

CMS Greely



Type: Modified Light Frigate

Classification: Experimental Auxiliary Research Ship (AGXR 1)

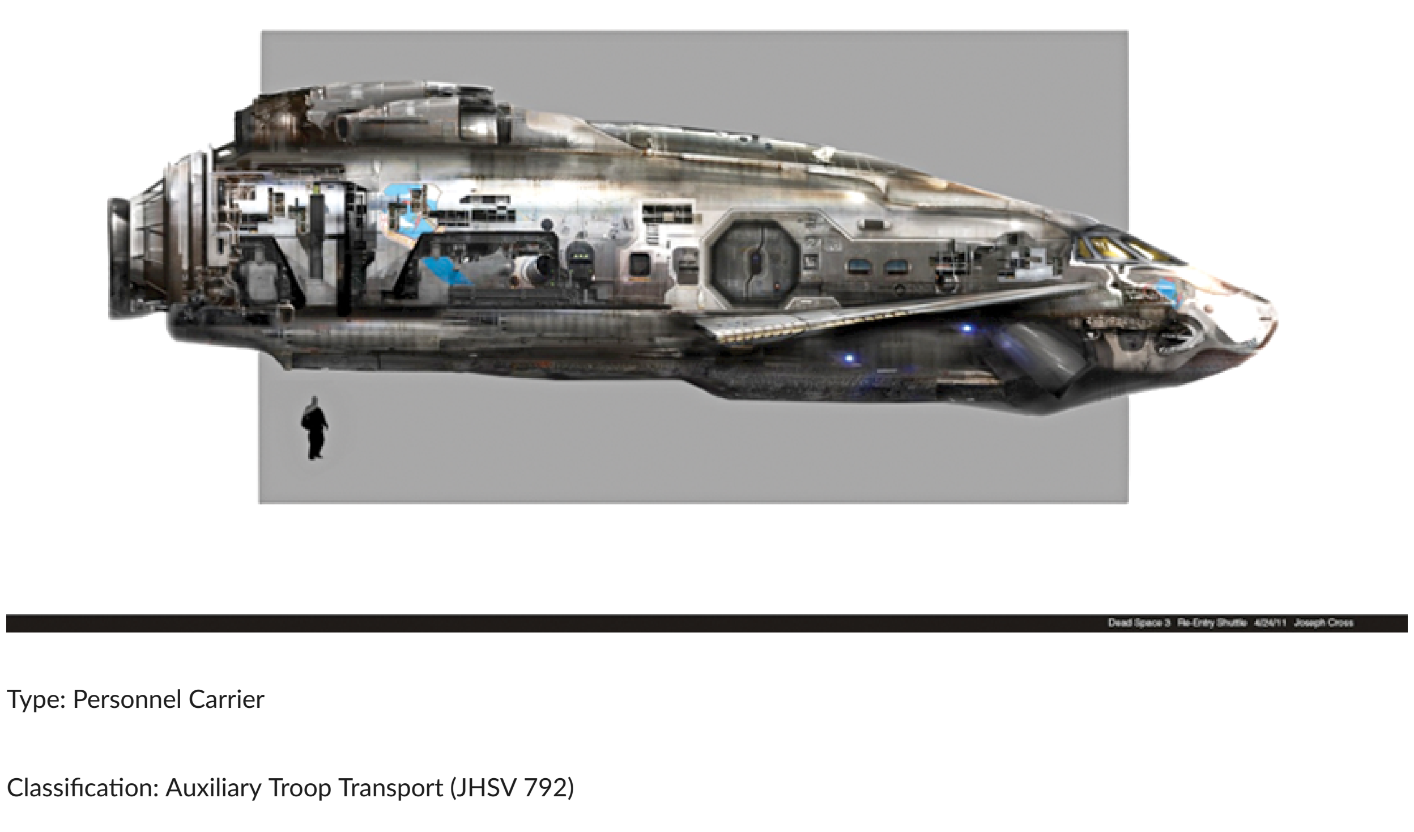
Class: XC-1

UIC: 10012

Alias: Think Tank

The Greely was used for researching the alien artifacts and planet samples brought up via the cargo shuttles. It has a cargo bay for artifacts and a docking area for cargo shuttles. Aside from the analysis areas, the ship has crew quarters and standard facilities for long-term accommodations. Clearance aboard the research vessels was highly restricted. The Greely was a short-range ship capable of planet to planet flights but was not meant for extra-solar travel. The ship was meant for space operations only—no planetary travel.

CMS Crozier


Dead Space 3 Re-Entry Shuttle 4/24/11 Joseph Cross

Type: Personnel Carrier

Classification: Auxiliary Troop Transport (JHSV 792)

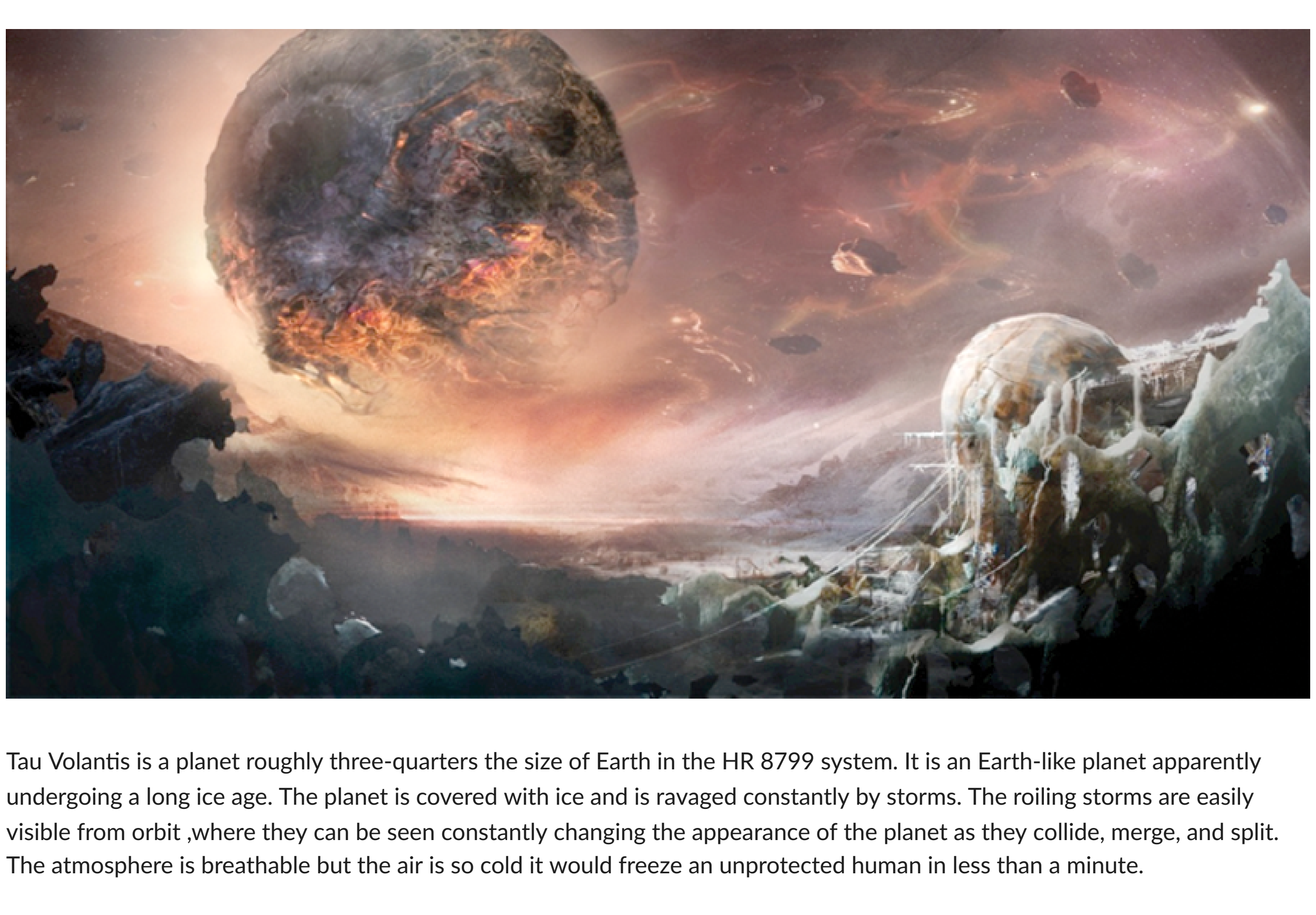
Class: CTS-OTSL-13

UIC: 74014

Alias: The Hellivator

One of the smallest ships, the Crozier was for transporting researchers and soldiers to and from the facilities on Tau Volantis's planet's surface. It was built to withstand the heat of entering the atmosphere and has refillable booster jets to escape the planet's atmosphere as well as smaller maneuver jets for space operations. It was meant for short-range travel to and from the planet.

Tau Volantis



Tau Volantis is a planet roughly three-quarters the size of Earth in the HR 8799 system. It is an Earth-like planet apparently undergoing a long ice age. The planet is covered with ice and is ravaged constantly by storms. The roiling storms are easily visible from orbit ,where they can be seen constantly changing the appearance of the planet as they collide, merge, and split. The atmosphere is breathable but the air is so cold it would freeze an unprotected human in less than a minute.

Orbiting Tau Volantis is an unusual moon. It is an irregular spheroid with craggy, jagged and somewhat organic-looking formations on the surface. Roughly a third of the moon appears to be "eaten" away revealing a ragged, unsettling maw on one side.

The Sovereign Colonies first visited the planet 200 years ago when they tracked the signal from the Marker on Aegis VII to this spot. They set up a base on the planet after detecting unusual readings below the planet's surface. A number of bases were built on the surface to facilitate an excavation operation.

Below the ice and miles below the planet's surface, they discovered a vast, underground, alien city. The excavations revealed massive, Marker-like objects everywhere. It was surmised that the planet must be the home of the aliens responsible for creating the Markers.

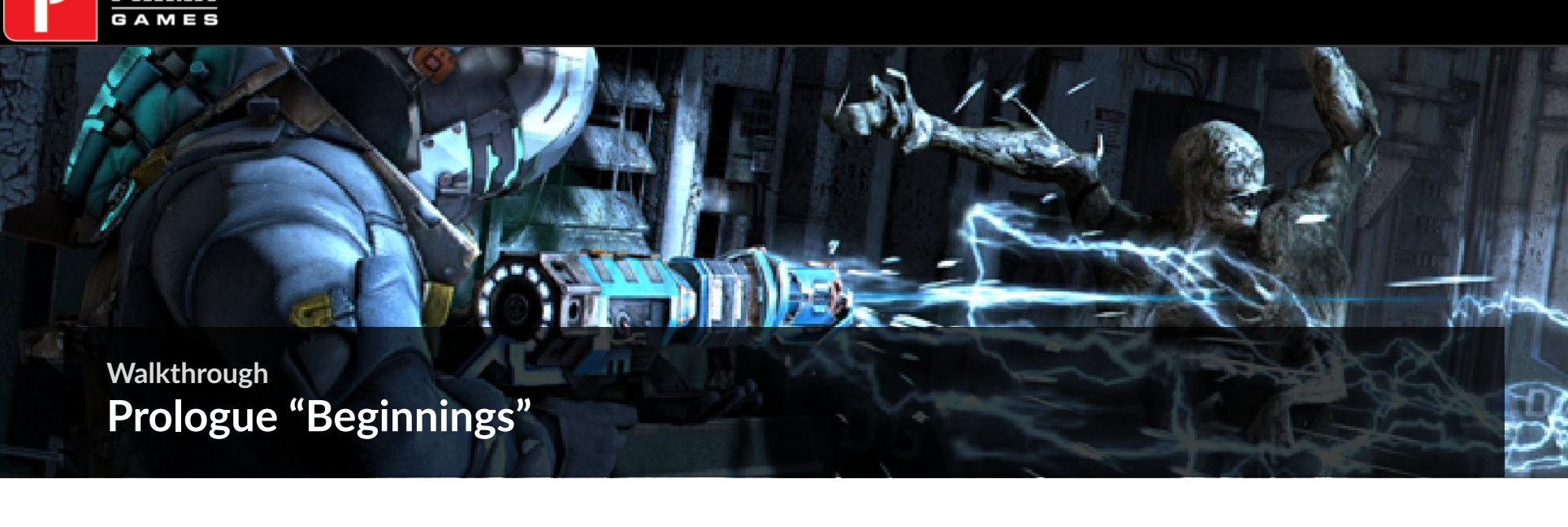
What they didn't realize was that this alien race suffered the fate that awaits all Marker-infested human colonies. The Markers activated, Converged, and began forming a massive creature that went into orbit around the planet. The process was interrupted and the creature never completed. Over time, the creature fossilized and eventually went dead, becoming the moon now in orbit around Tau Volantis.

As the excavation crews dug through the ice and earth of Tau Volantis, they discovered fossilized remains of ancient beings, the original inhabitants of the planet. As it turned out, the planet was once almost entirely covered in oceans. The aliens were infected by the Markers and began building them everywhere. To stop the spread of the Markers, the aliens constructed a Machine to flash-freeze the planet, thus stopping Convergence from finishing and trapping everything within the ice.

When the government discovered this, they realized they should never have come to the planet and decided to hide their Marker research from the rest of the world to keep the Markers from spreading further and wiping out mankind.

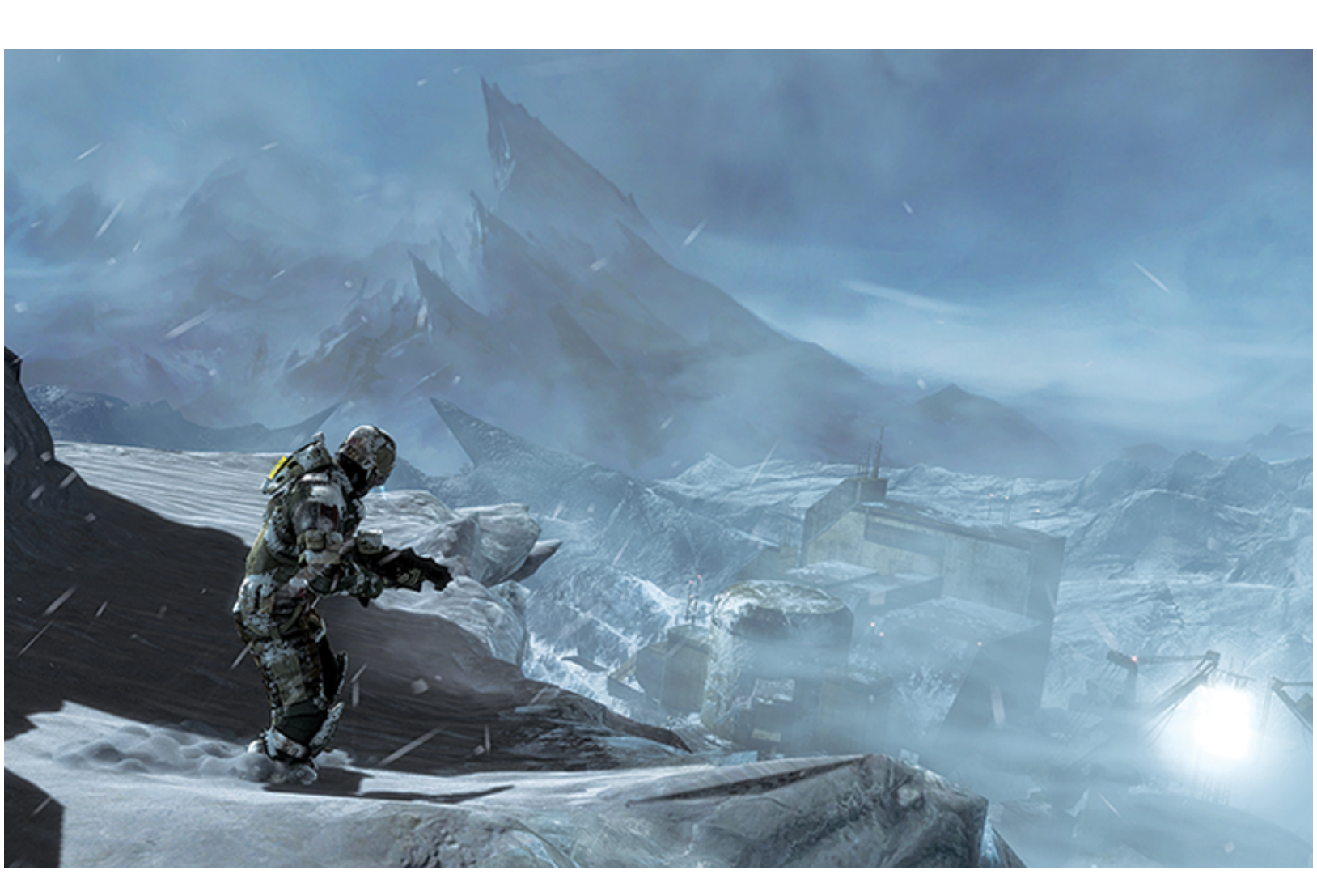
Information about the planet and the excavations was stricken from government records about the same time the Red Marker project was covered up. It was a last-ditch attempt of the now-failing government to hide these projects from the new government regime, EarthGov, who they feared would try to harvest the technologies of the Markers, and in doing so, wipe out mankind.

Now these long-frozen bases sit dormant. The humans have all frozen and mummified.



Walkthrough

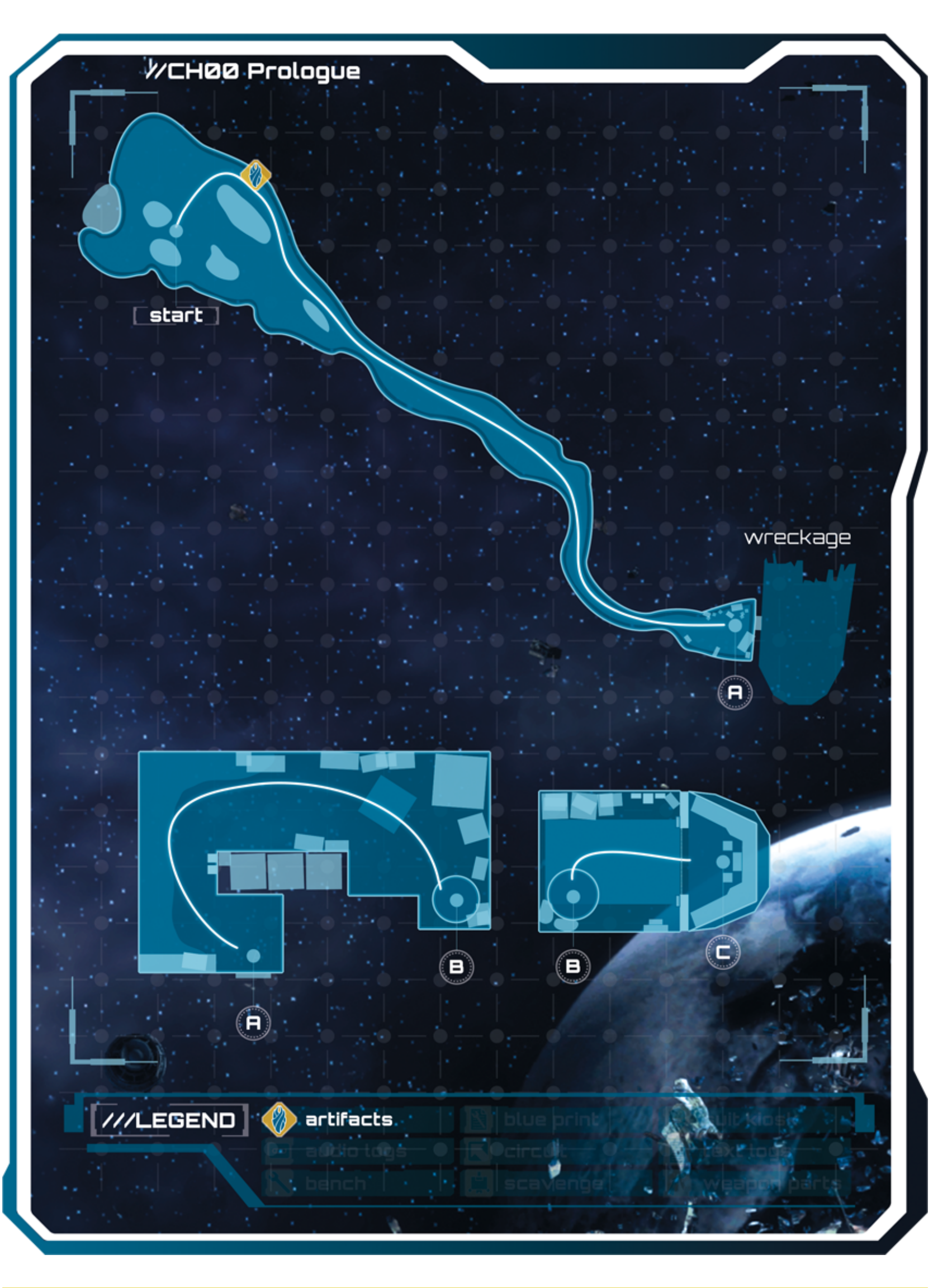
Prologue “Beginnings”



200 years ago, on the barren plains of Tau Volantis, S.C.A.F. Privates Tim Caufman and Sam Ackerman are sent on a mission to retrieve a mysterious object, known as the Codex. What they discover will change the course of human events for the entire galaxy.

Level Stats

- Total Artifacts: 1
- S.C.A.F. Artifacts: 1



Click here for interactive maps

Codex Crash Site

- June 18, 2314
- Location: REDACTED

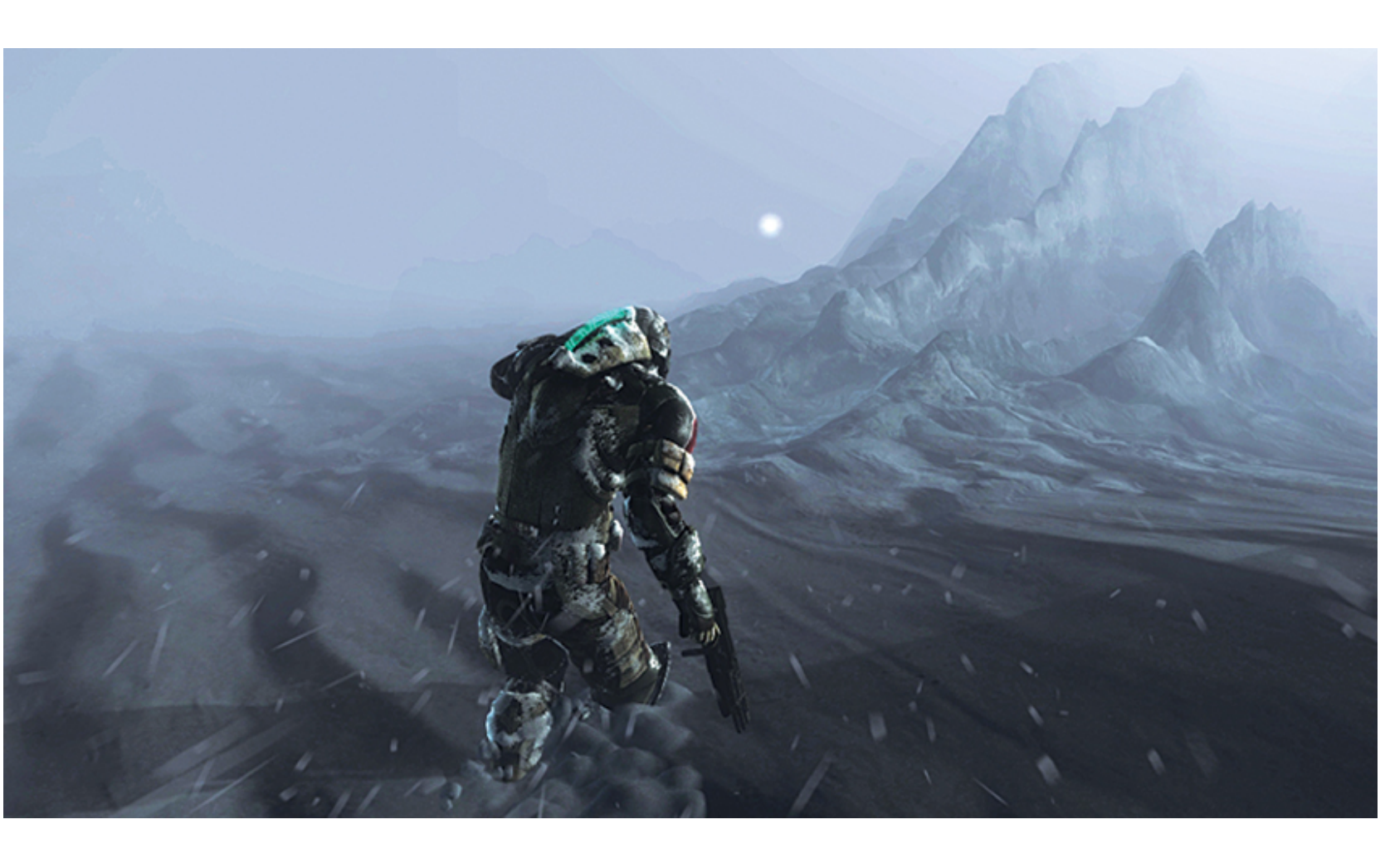
Follow the Waypoint

Dr. Serrano gave me an order, a waypoint, and not much else. He couldn’t even tell me what I’m looking for.

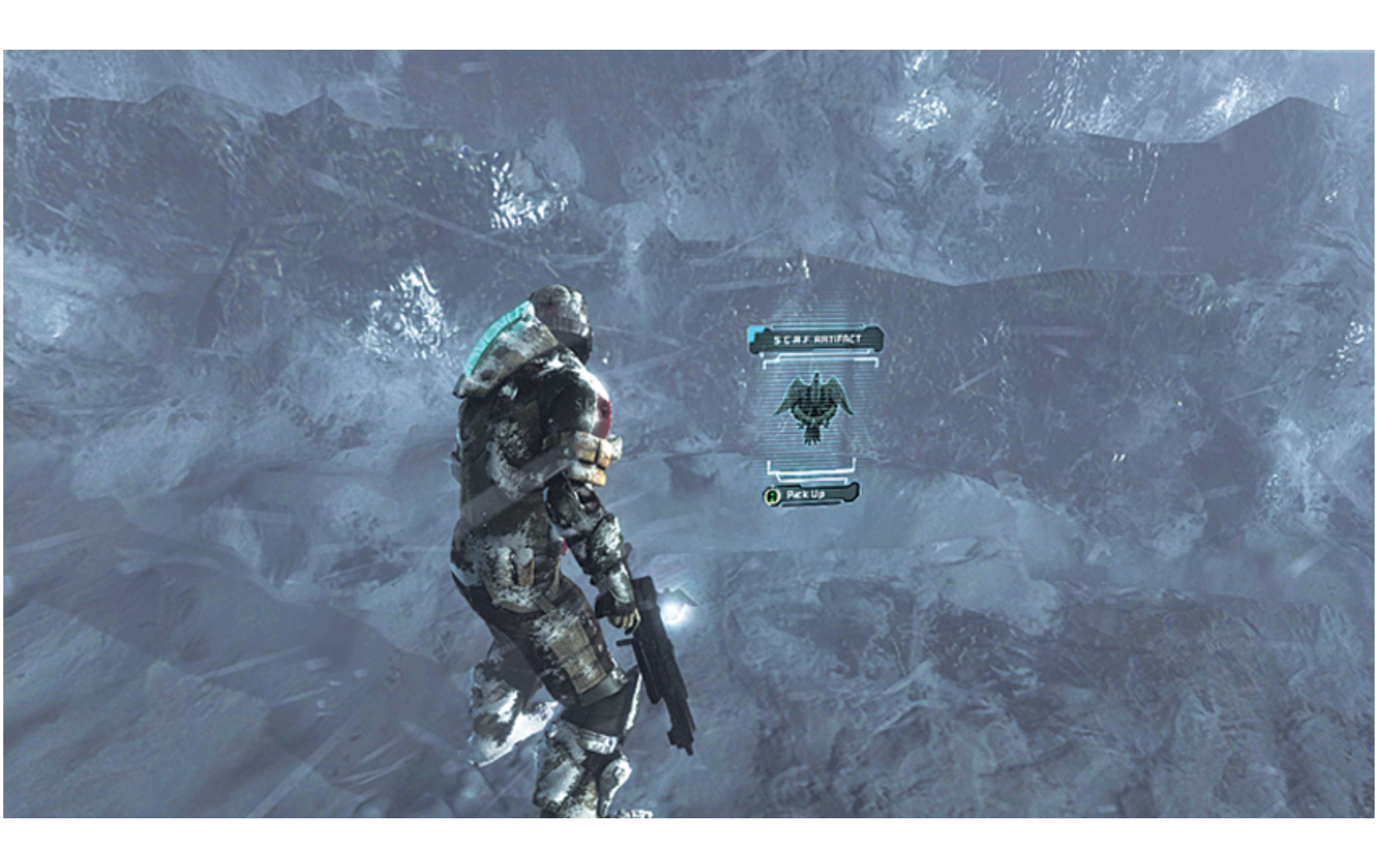
You begin all alone in a blizzard. All you have is a waypoint. Press and hold the locator button to activate a holographic path. This blue line shows you the way to your objective. It is a good thing you have this because visibility is nearly zero in this arctic wasteland.

ISAAC’S LOG

The locator is a unique feature that is a part of the RIG. By just pressing the locator button, a holographic pathway would appear, showing me how to get to my next destination. I could also use the D-pad to cycle through different destinations including suit kiosks and workbenches. The locator really came in handy in dark areas, low-visibility conditions, or in corridors with several directions to go. However, I did not always follow these paths exclusively. While the paths would trace the shortest route to a destination, I often liked to do a bit of exploring in the area to try to find items to add to my collection or that would help me survive.



Don’t start following the path to the waypoint just yet. Instead, after activating the locator, turn to the left and begin walking perpendicular to the holographic pathway until you can see a bright spot in the distance. Items that you can pick up often glow, so always be on the lookout for glowing lights.



As you approach the light, you see that it is an artifact. Artifacts are collectibles that can be found throughout the game. They also help tell a story. This first artifact is a S.C.A.F. artifact. Be sure to collect it. Then activate your locator again and begin moving toward the waypoint.

//S.C.A.F. Artifact 01

FROM: Dr. Earl Serrano
TO: Ens Patrick Bedford
SUBJECT: Special Cargo

I cannot stress enough how important it is that your cargo reaches its intended destination. Should you fail in your mission, it is not just our lives that are at stake, but those of your wives, your children—everyone you have ever known.

I pray that the Codex finds it way safely to my hands before it is too late.

Godspeed.

As the blizzard begins to lessen, you can see a crashed spacecraft in the distance. The locator is sending you toward the ship. Now that you can see better and the snow is no longer so deep, you can run along the pathway toward the ship.

Continue to the ship’s hatch. Unfortunately it is locked. Therefore, stomp on the three containers lying in the snow near the hatch. Press the stomp button to use your foot to break open the container. Inside you find some ammo for your weapon.

Your weapon was empty. However, with the three clips of ammo you found, you now have 30 rounds. Fire a few rounds at the latch on the door to break open the lock. Then walk up to the door and open it. Before you can enter the ship, a bloodied crew member limps out and collapses into the snow. An axe is buried in his back. What happened inside that ship? It is a good thing that you now have ammo for your weapon.

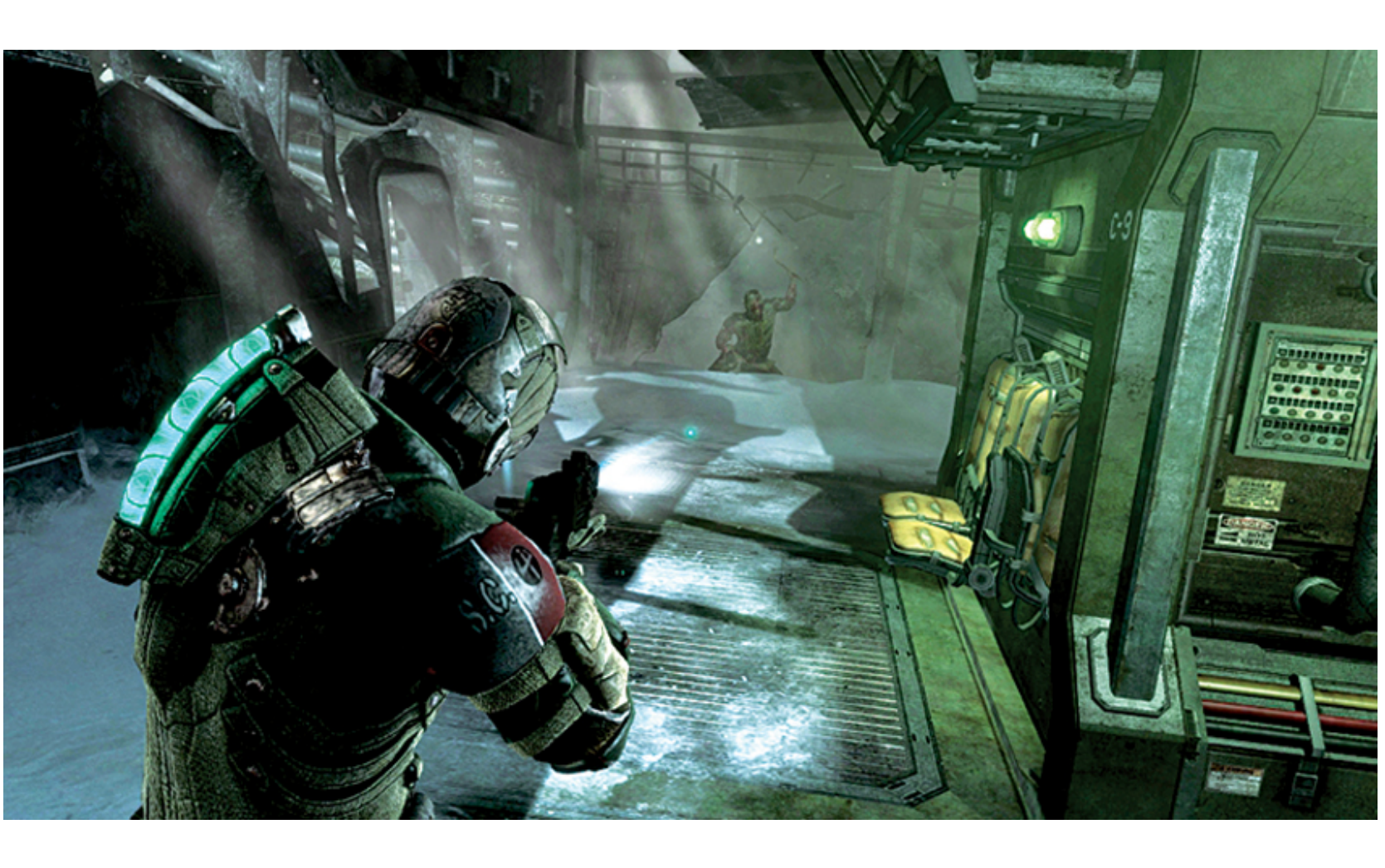
Two more of the ship’s crew walk out. However, they are no longer human. Something has changed them into Necromorphs. Both are carrying axes. If you don’t want to end up with an axe buried in you, open fire. Don’t aim for their heads. If you shoot them off, the Necromorph keeps coming. Instead, shoot at their legs to slow them down, then fire into their chests until they break apart. Then when they stop moving, walk up to the corpses and stomp on them to get some more ammo.

ISAAC’S LOG

One of the things I learned is to stomp on everything. Containers usually have useful items such as ammo. However, since the Necromorphs used to be humans in most cases, stomping on their corpses often reveals an item that it was carrying when it was human.

Retrieve the Cylinder

Finally, Dr. Serrano’s given me some intel. The thing I’m looking for is a cylinder, about half a meter long. Its beacon must still be intact because my locator is taking me right to the coordinates the doc gave me.



Your locator shows that you must enter the ship to get to the waypoint. Move through the hatch and follow a passageway to the left. As soon as you make a turn to the right, a Necromorph begins crawling toward you. Open fire to kill it. Move forward to stomp on it to get some ammo, then continue moving to the right. There are three more Necromorphs in here. One crawls toward you while the other two run. Shoot off their legs to slow them down, then finish them off.

The locator now leads you to a ladder. Climb it to the top to get to the bridge level of the ship. Take a quick look around to ensure that it is safe. There are no Necromorphs here. Walk over to the cage barrier that is blocking your access to the bridge. Activate one of the controls to the side of the door to open the cage and then enter the bridge.

The Codex cylinder is on the control panel in the bridge area. Pick it up to complete your objective. As you pick it up, the ship—which is precariously perched on the edge of a cliff—begins sliding over the edge. You automatically move to a side hatch, exit the bridge, and begin reppelling down from the ship.

Get down to the bottom of the cliff as quickly as you can. Move forward to descend. As you come across some gaps or rocks jutting out from the side of the cliff, jump over them and continue your controlled descent.

As you get to the bottom of the cliff, the ship begins falling down toward you. Your descent now becomes less controlled as you slide down the side of a mountain. Roll to the left or right to avoid the ship—especially the engines, which will kill you if they hit you,as well as other falling debris.

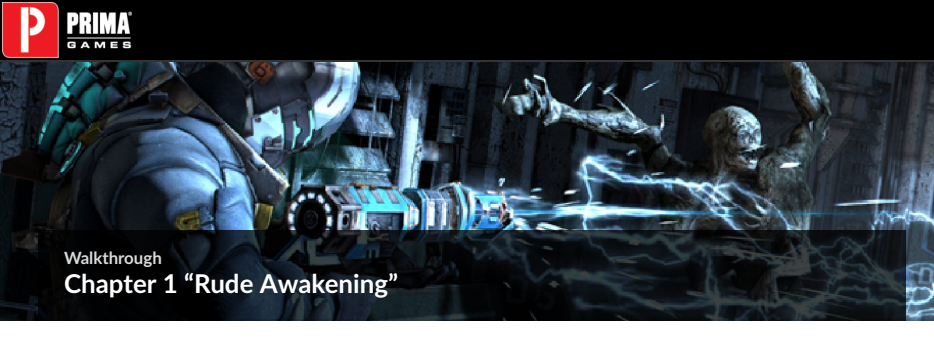
Eventually, you fall down into the S.C.A.F. camp. Several of the soldiers have been turned into Necromorphs. Luckily, they have already been killed. Your commanding officer has you report in.

The officer is afraid of the Necromorph menace spreading. Therefore, after you give him the Codex, he prevents you from ever becoming a Necromorph. He then deletes the content of the Codex and turns his pistol on himself.

DATA PURGED

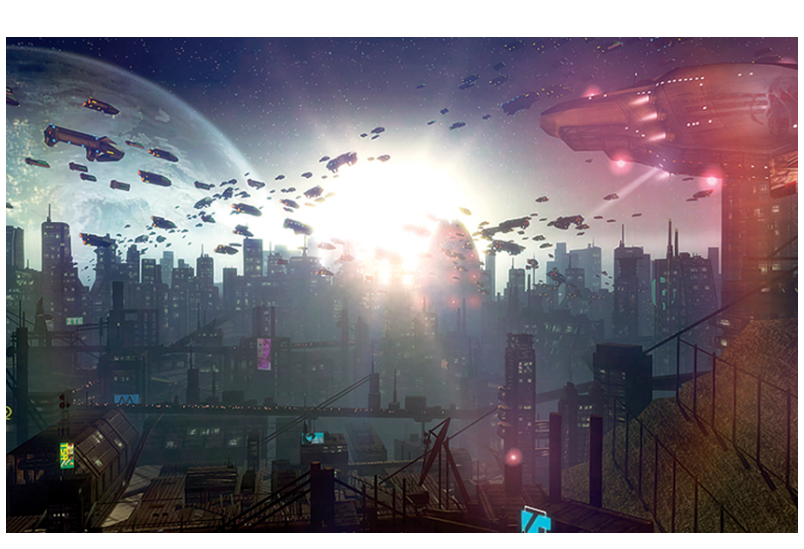
Stranger in a Strange Land

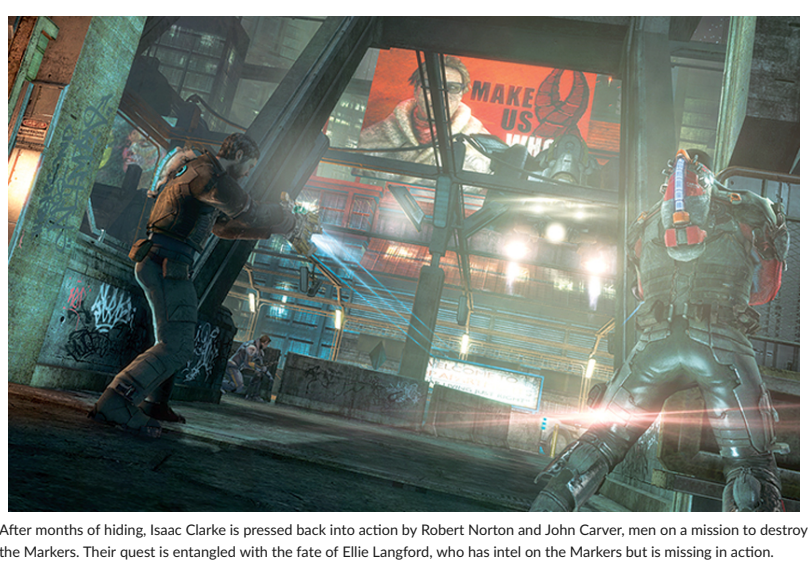
Complete the Prologue to earn this award.



Walkthrough

Chapter 1 “Rude Awakening”

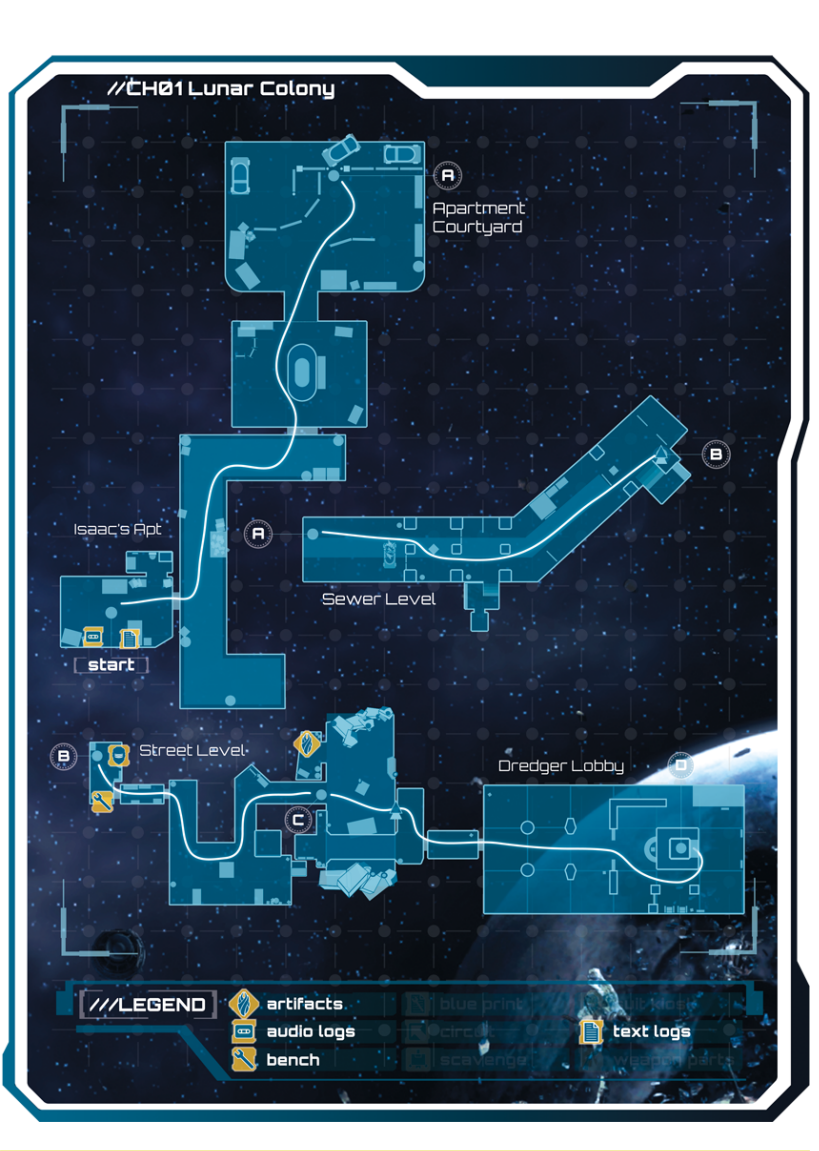




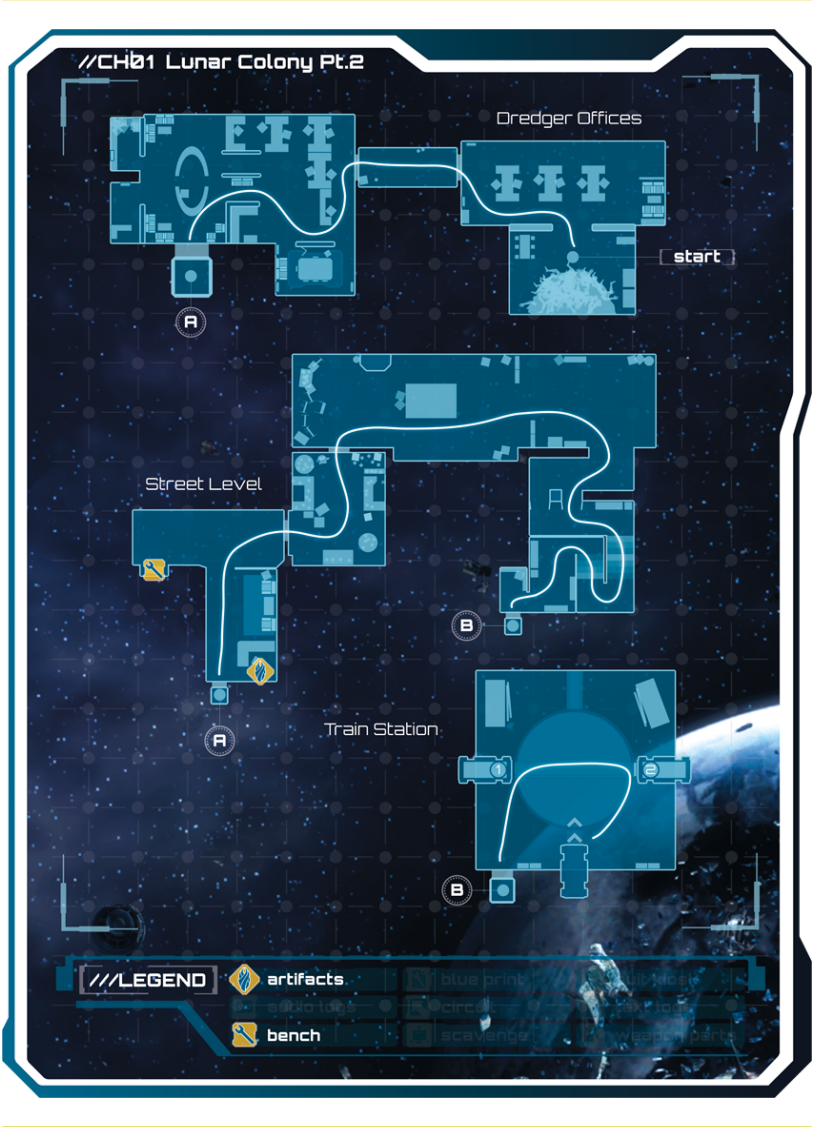
After months of hiding, Isaac Clarke is pressed back into action by Robert Norton and John Carver, men on a mission to destroy the Markers. Their quest is entangled with the fate of Ellie Langford, who has intel on the Markers but is missing in action.

Level Stats

- Total Artifacts: 2
- EarthGov Artifacts: 1
- Unitology Artifacts: 1
- Total Logs: 2
- Text Logs: 1
- Audio Logs: 1



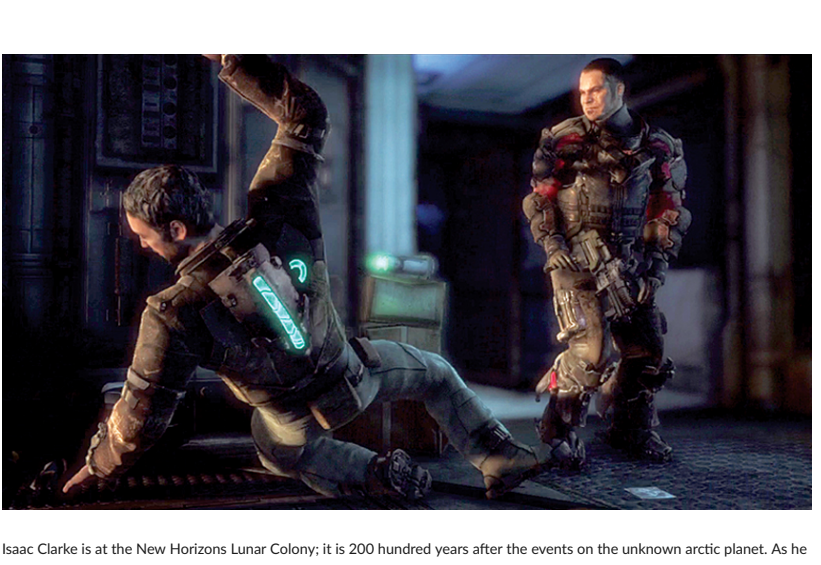
Click here for interactive maps



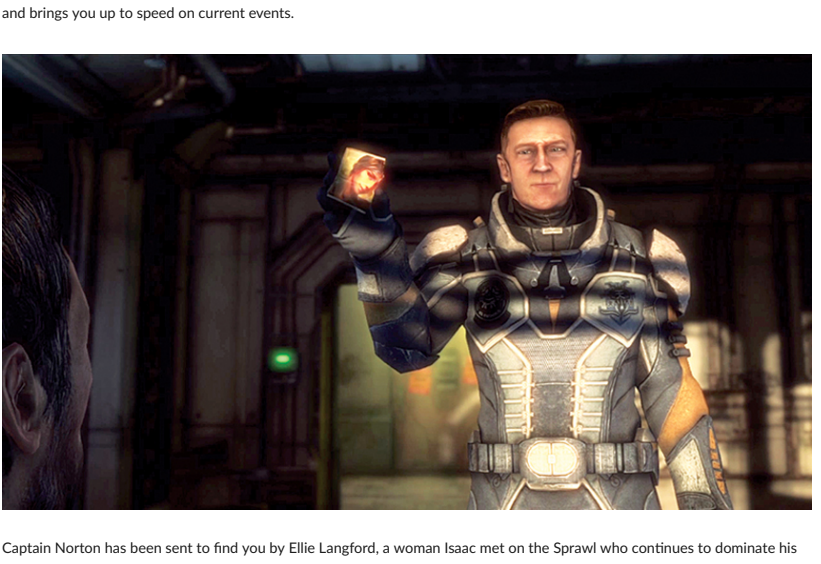
Click here for interactive maps

Isaac’s Apartment

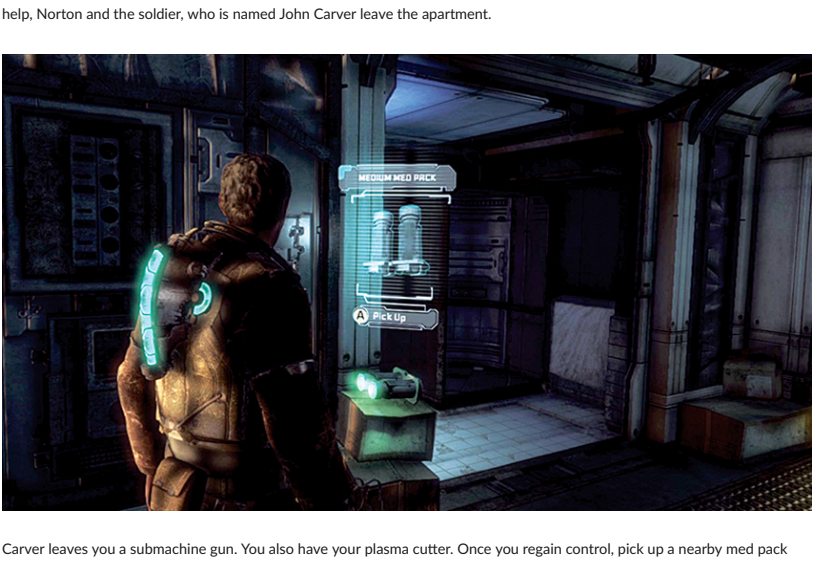
- 200 Years Later
- Location: New Horizons Lunar Colony



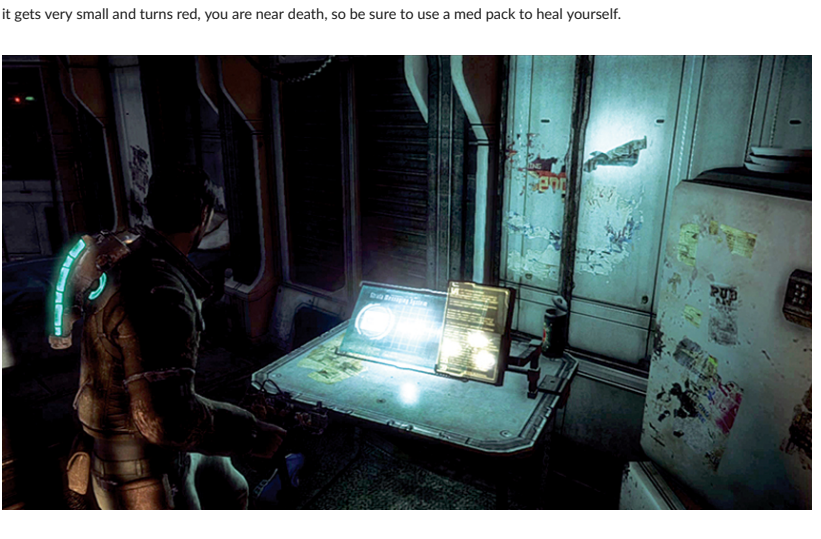
Isaac Clarke is at the New Horizons Lunar Colony; it is 200 hundred years after the events on the unknown arctic planet. As he is trying to make sense of what has happened in his life, Isaac turns toward the door that has opened. Picking up his plasma cutter, Isaac moves toward the door and is disarmed by a soldier. Once you are secured, an officer walks into the apartment and brings you up to speed on current events.

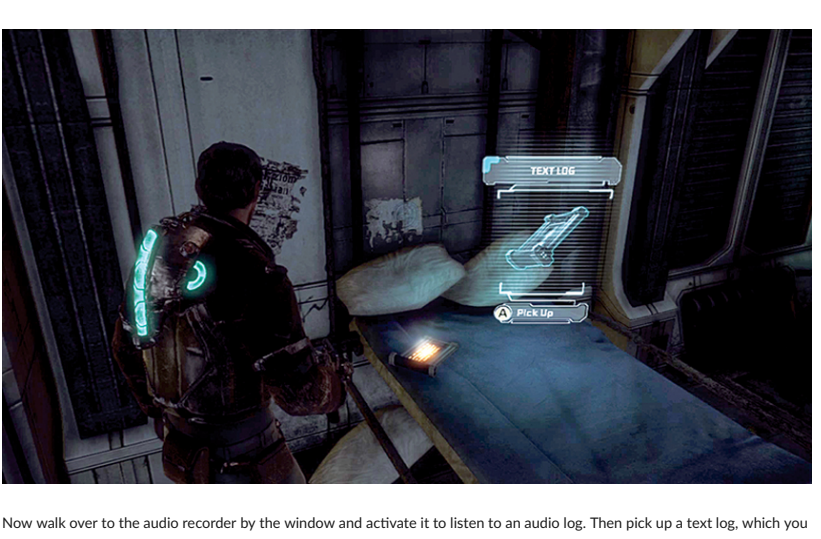


Captain Norton has been sent to find you by Ellie Langford, a woman Isaac met on the Sprawl who continues to dominate his thoughts. Ellie has told Norton that you are the expert on the Markers, and EarthGov needs you now. Once Isaac agrees to help, Norton and the soldier, who is named John Carver leave the apartment.



Carver leaves you a submachine gun. You also have your plasma cutter. Once you regain control, pick up a nearby med pack and use it to bring your health up to maximum. You are going to need it. The bar on the back of your RIG acts as a health gauge. After using the med pack, the bar will be full and blue. As you take damage, the bar gets smaller and turns yellow. When it gets very small and turns red, you are near death, so be sure to use a med pack to heal yourself.





Now walk over to the audio recorder by the window and activate it to listen to an audio log. Then pick up a text log, which you can find on the bed. Logs are collectibles that you can find throughout the game that help fill in the story line.

//Audio 1: Rent Due

Playback, message thirty-three. Caller: Earthrise Apartments. This message is for the residents of apartment sixteen. Your rent is past-due. This is your final notice. Failure to pay in three days will result in eviction.

//Text Log 1: I For an Eye

Personal Journal—Isaac Clarke

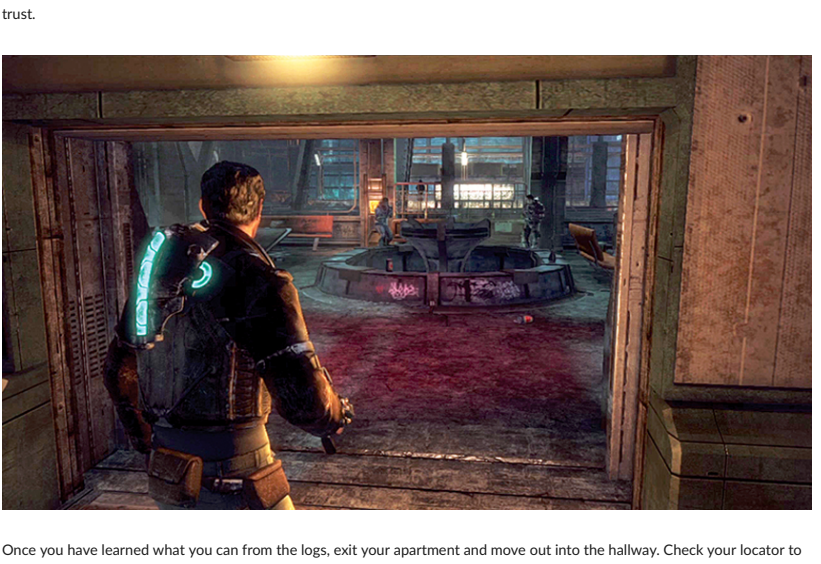
We each lost a part of ourselves during that nightmare on the Titan Sprawl. For Ellie, it was her eye. Luckily, we found a replacement we could afford. Even though the color doesn’t quite match, at least she can feel whole again.

Me. I lost part of my soul. And there’s not a damn thing I can do to buy that back. I guess ultimately, that’s why she left.

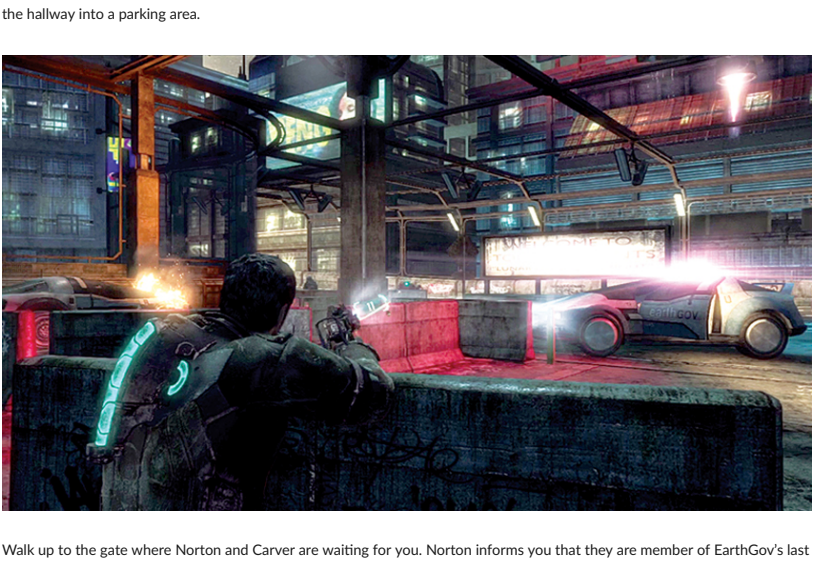
People want things they can fix and I’m permanently broken.

Escape the Lunar Colony

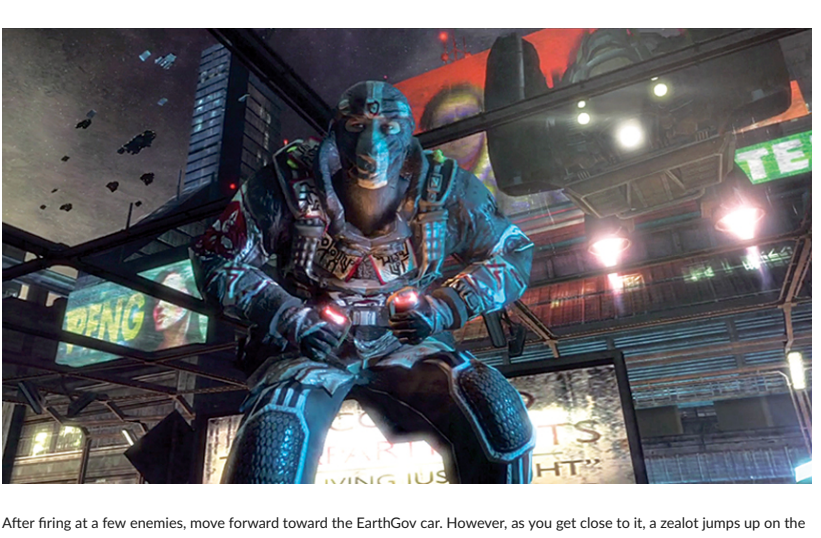
No matter how hard I try to hide, there’s no escaping the past. And now it’s caught up to me. This run-down outpost is suffering the same fate as every other EarthGov colony: an attack by Unitologist zealots. I’ve seen what happens to those who die. I will NOT let that happen to me. Escape is my only option, even if it means putting my fate in the hands of two men I don’t trust.



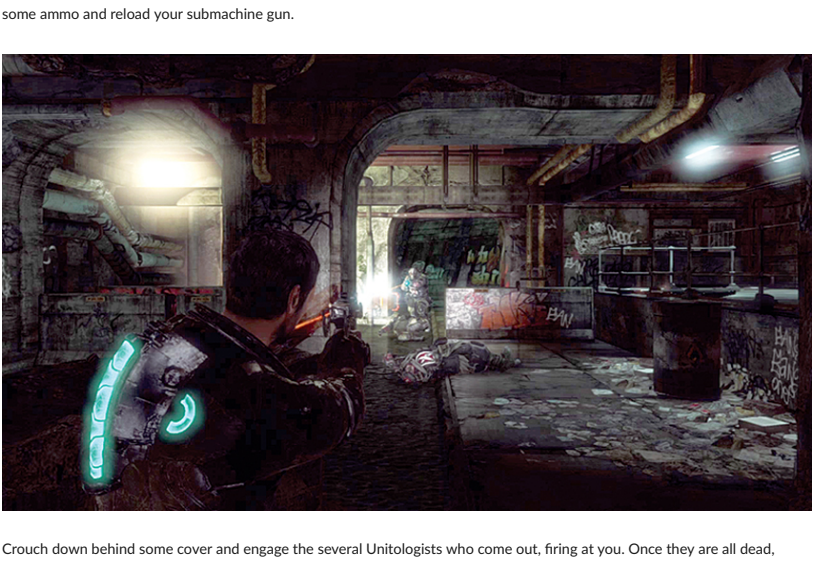
Once you have learned what you can from the logs, exit your apartment and move out into the hallway. Check your locator to see that you need to head to the left. However, if you follow the hallway around to the right, you can find a pick-up. Now backtrack toward your apartment and then continue past your door and to the end of the hallway. Open the door and then exit the hallway into a parking area.



Walk up to the gate where Norton and Carver are waiting for you. Norton informs you that they are member of EarthGov’s last battalion. Once the gate is open, move through the opening and head to the right. Crouch down behind a concrete barricade and take fire at the Unitologists who are attacking you. Your ammo is limited, so try to aim for the heads of the enemy to make your shots count.



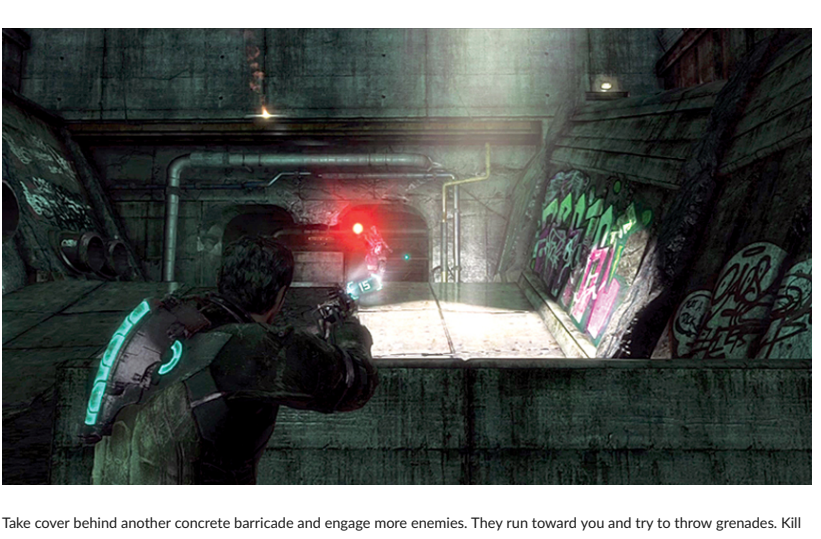
After firing at a few enemies, move forward toward the EarthGov car. However, as you get close to it, a zealot jumps up on the hood and detonates two grenades he is holding in his hands. The blast injures you and throws you down into a sewer area. Quickly move directly ahead and get under cover. Unitologists above are firing down on you and dropping grenades. Pick up some ammo and reload your submachine gun.



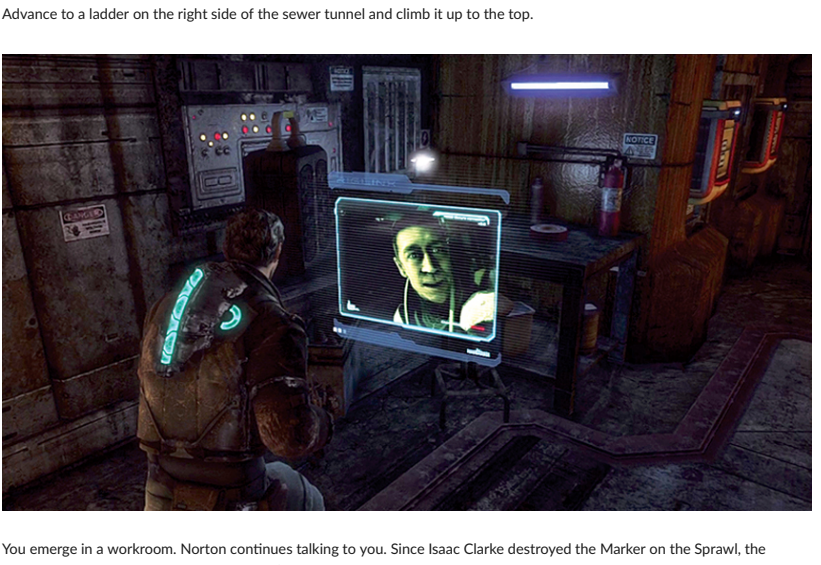
Crouch down behind some cover and engage the several Unitologists who come out, firing at you. Once they are all dead, search the bodies for ammo or med packs. If there is not a pick-up near them, stomp on the corpses to get one. Then head up the stairs to the right and pick up some more ammo on the platform before you continue farther into the sewers.

ISAAC’S LOG

Whenever I am in combat—either against human or Necromorph enemies, I pay close attention to the health bar on my RIG. When it gets low, I do a quick heal with a press of a button. This automatically uses one of the med packs I am carrying so I don’t have to go into my inventory and activate it manually. When in a fight, this ability to quickly heal can be the difference between life and death.



Take cover behind another concrete barricade and engage more enemies. They run toward you and try to throw grenades. Kill them quickly. Once they are all dead, Norton contacts you and tells you that the Unitologists are after you. Get moving. Advance to a ladder on the right side of the sewer tunnel and climb it up to the top.

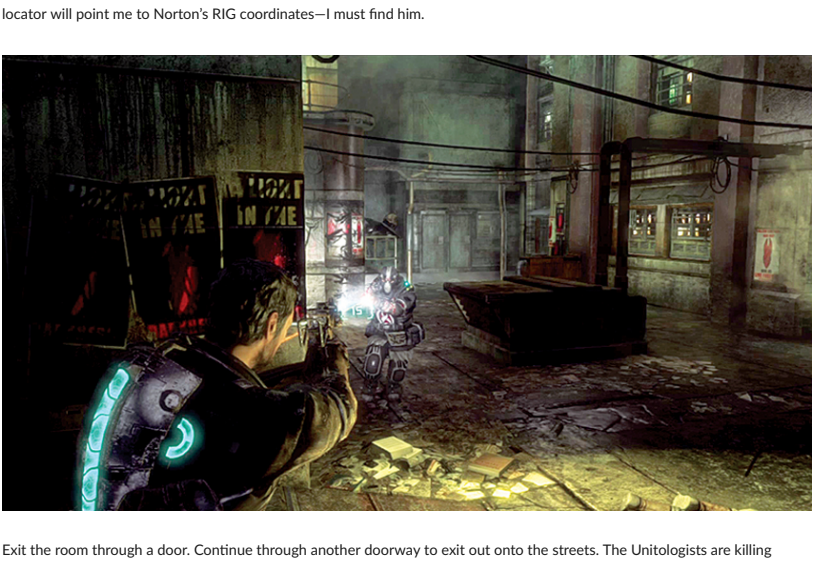


You emerge in a workroom. Norton continues talking to you. Since Isaac Clarke destroyed the Marker on the Sprawl, the Unitologists want you dead so that you can’t thwart their plans. Before leaving this room, stomp on some containers and search lockers for pick-ups.

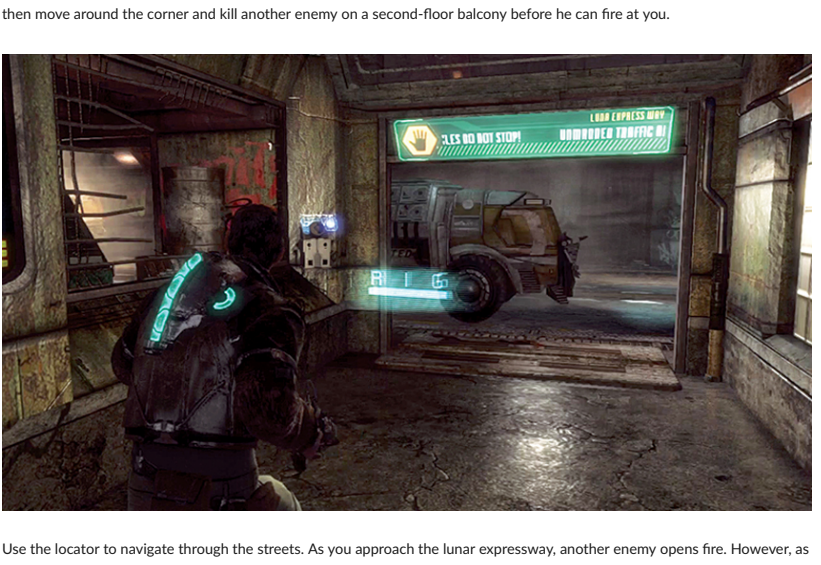
The Streets

Rendezvous with Norton

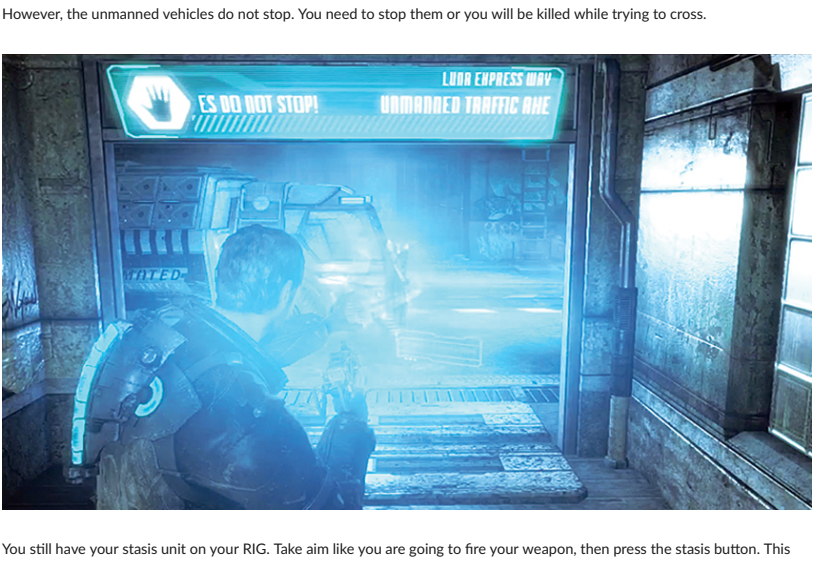
That explosion separated me from Captain Norton. Whoever he is, my chances of escaping this colony are tied with his. My locator will point me to Norton’s RIG coordinates—I must find him.



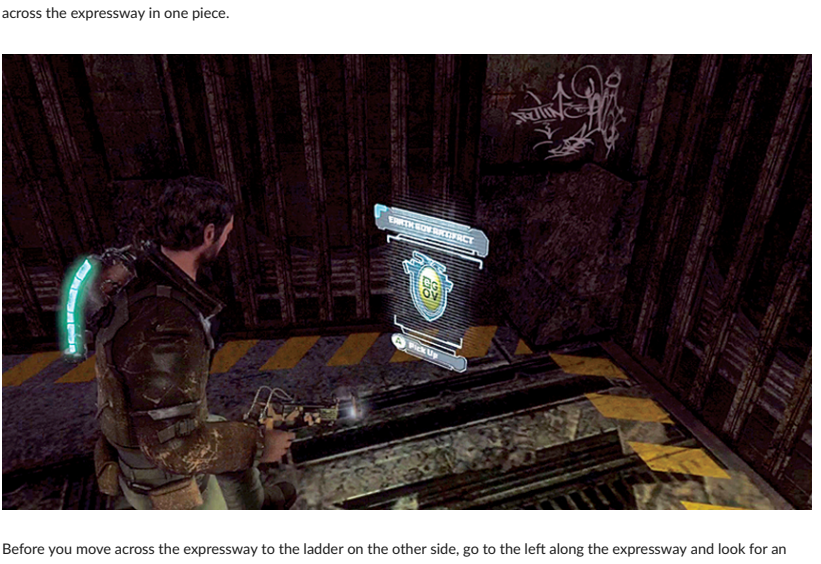
Exit the room through a door. Continue through another doorway to exit out onto the streets. The Unitologists are killing civilians as they look for you. As you move out watch for an enemy to appear from the left. Kill him with a shot to the head and then move around the corner and kill another enemy on a second-floor balcony before he can fire at you.



Use the locator to navigate through the streets. As you approach the lunar expressway, another enemy opens fire. However, as he backs away from you, he steps out into the expressway and is killed. You need to get across the expressway to continue. However, the unmanned vehicles do not stop. You need to stop them or you will be killed while trying to cross.



You still have your stasis unit on your RIG. Take aim like you are going to fire your weapon, then press the stasis button. This causes one of the transports to come to a halt, and results in a pileup of traffic in both directions. This gives you away to get across the expressway in one piece.



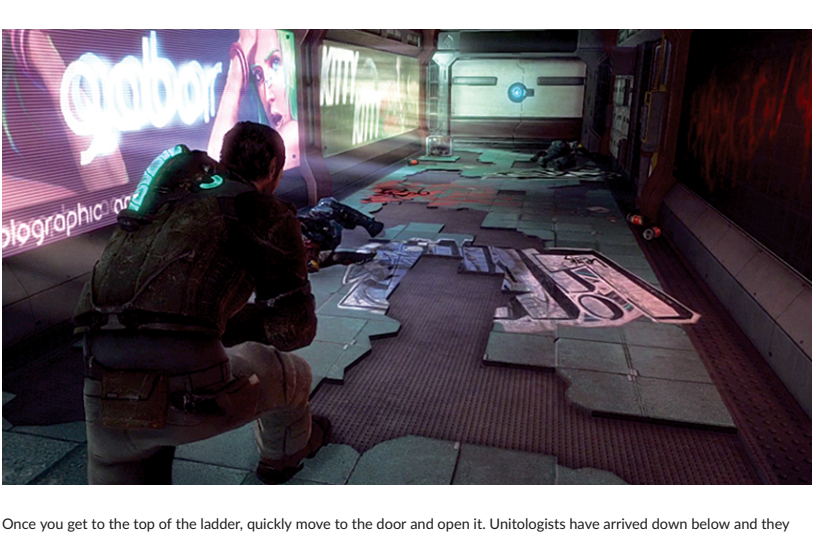
Before you move across the expressway to the ladder on the other side, go to the left along the expressway and look for an artifact in an alcove on the left side of the road. Pick it up, then walk across the expressway and climb up the ladder to an upper level.

//EarthGov Artifact 01

EXCERPT FROM “AN END TO EARTHGOV?”

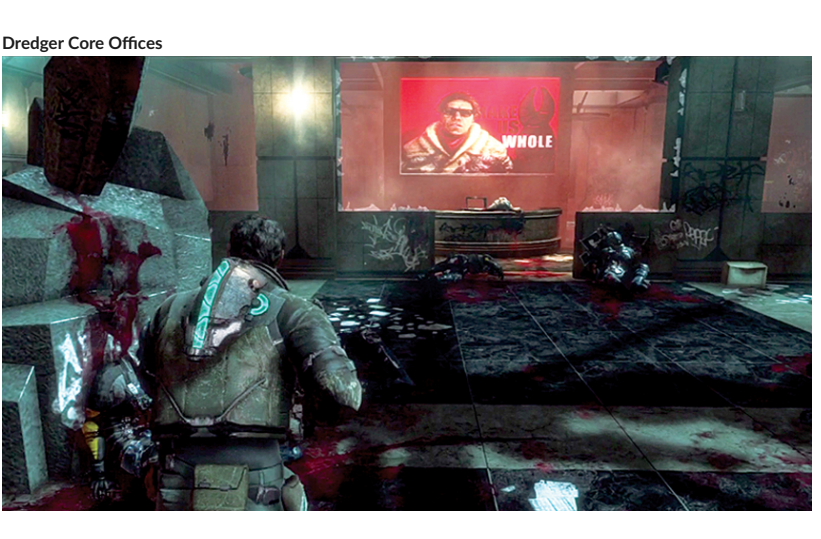
EarthGov officials yesterday denied rumors that the government was no longer able to contain the widespread violence that has gripped the colonies in recent weeks. The violence began 16 days ago on Uxor following a year-long campaign by the Church of Unitology.

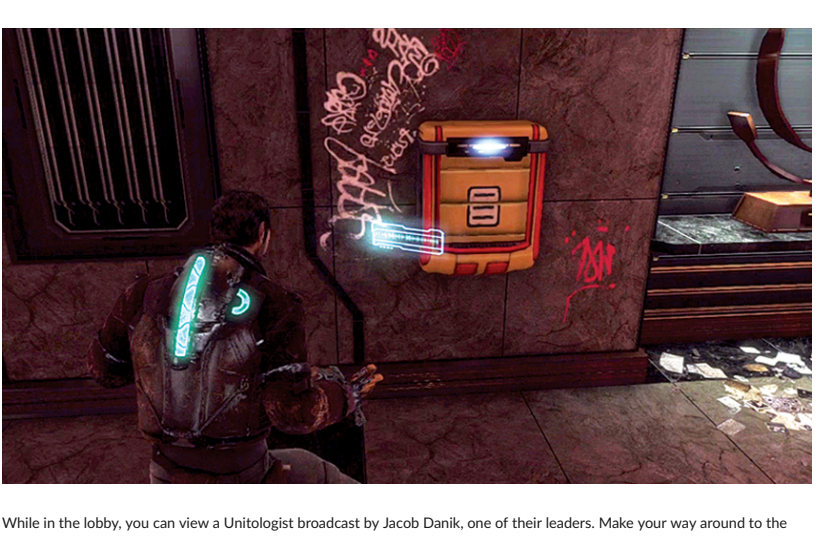
Five colonies have gone dark since the Unitology riots began. There have been rumors of bombings at government laboratories and eyewitness accounts of brutal killings following shortly after.



Once you get to the top of the ladder, quickly move to the door and open it. Unitologists have arrived down below and they open fire on you. Continue through a corridor to another door. Go through it to enter a lobby.

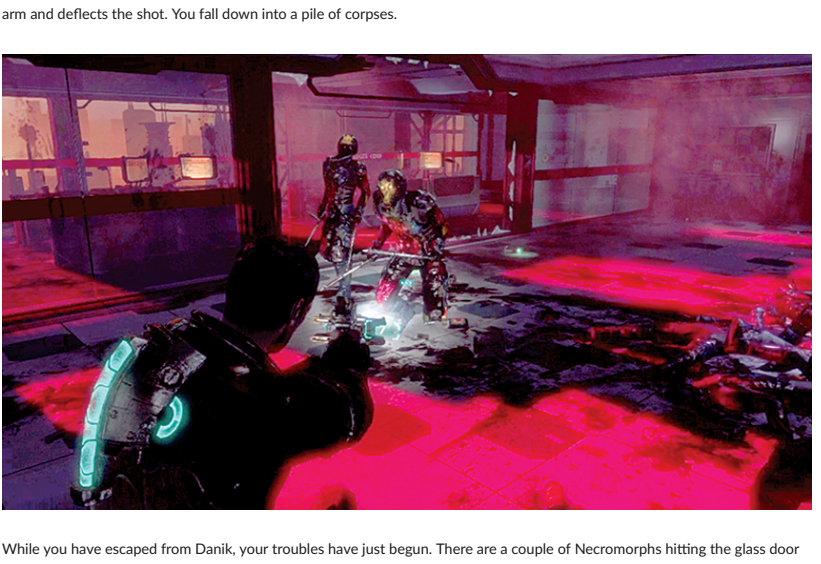
Dredger Core Offices





While in the lobby, you can view a Unitologist broadcast by Jacob Danik, one of their leaders. Make your way around to the back of the lobby. Before entering the elevator, search the four lockers for pick-ups. Then call the elevator to your level, enter it, and use the controls to take it up to the extraction point where your allies are waiting.

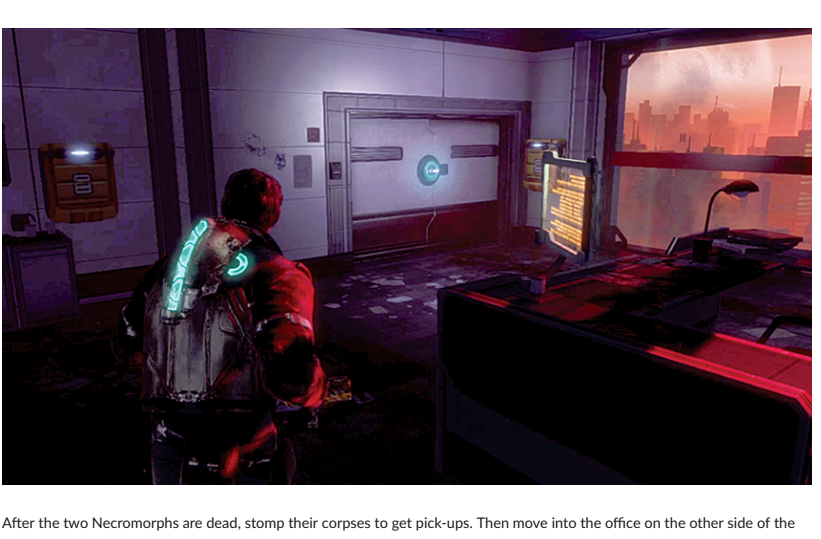
When you arrive at the top, you are shot by an enemy and then brought to Danik himself. He wants to show you what the Unitologists are doing. A Marker lab has been built on the lunar colony. With a press of a button on a remote control, Danik blows up the lab surrounding the Marker and releases it and all of its energy. Just as he is about to kill you, you grab Danik’s arm and deflects the shot. You fall down into a pile of corpses.



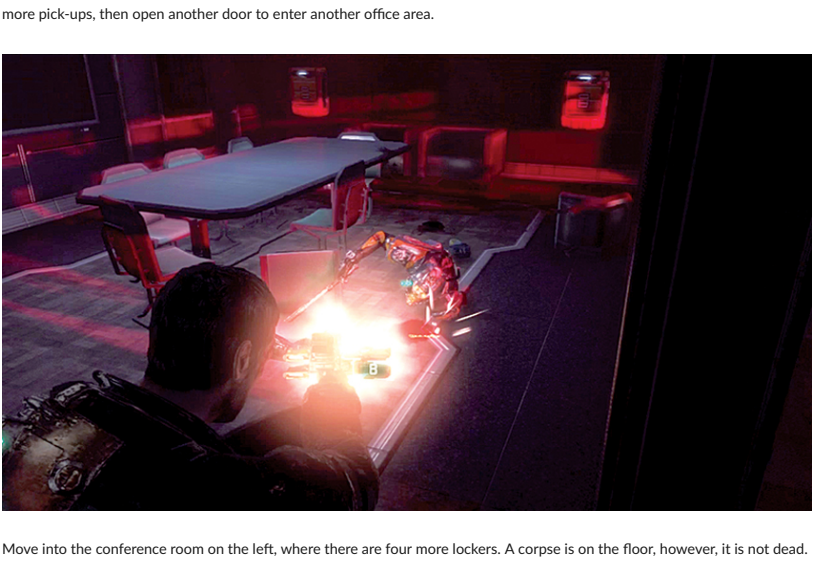
While you have escaped from Danik, your troubles have just begun. There are a couple of Necromorphs hitting the glass door to try to get to you. Pick up some med packs and heal yourself, then switch your weapon to the plasma cutter. Fire at the glass door to blast it open and be ready to attack. As the Necromorphs enter, fire at their legs. As the legs are blown off, tentacles emerge from the bottoms of the creatures’ torsos. Shoot the tentacles to kill the Necromorphs.

ISAAC’S LOG

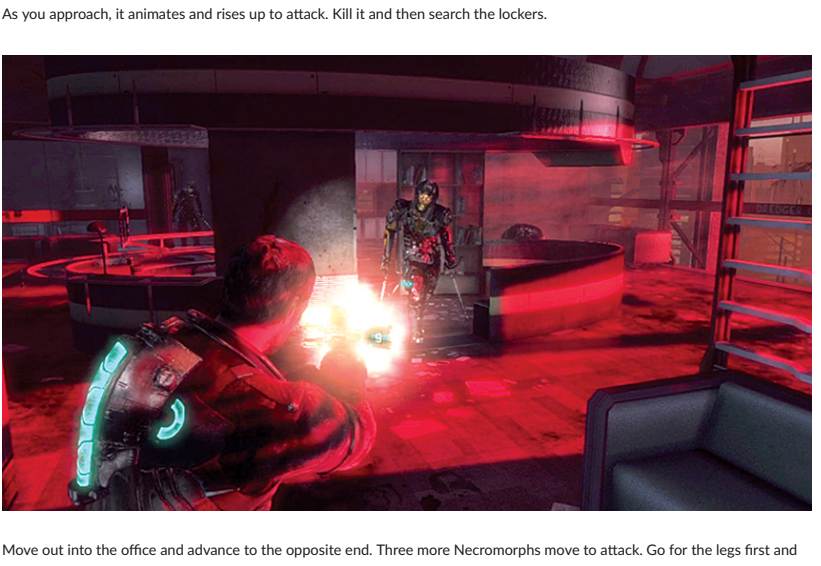
On the lunar colony, I came across a new type of Necromorph. It had a human form. In the past I learned to shoot off their legs to slow them down. This worked this time. However, as the legs were blown off, tentacles emerged. The creatures crawled toward me using their arms for propulsion. I then shot off the tentacles to finally kill these creatures. I learned not to shoot off their heads. While this would be effective against a human enemy, once the head was removed, tentacles emerged from the neck and the creature could then run at me to attack with the tentacles. This made it tougher to kill this type of Necromorph.



After the two Necromorphs are dead, stomp their corpses to get pick-ups. Then move into the office on the other side of the door. Search a couple of lockers and then go through the doorway. In the corridor, stomp on a couple more corpses to get more pick-ups, then open another door to enter another office area.

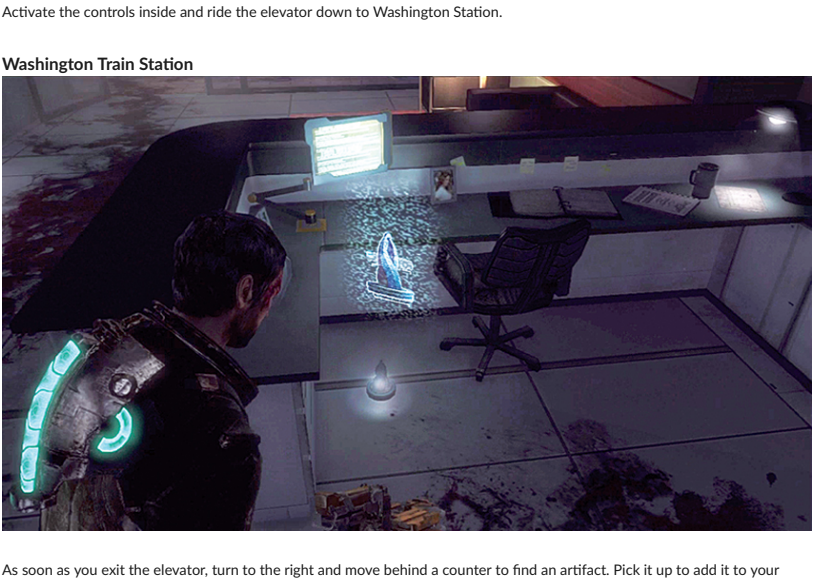


Move into the conference room on the left, where there are four more lockers. A corpse is on the floor, however, it is not dead. As you approach, it animates and rises up to attack. Kill it and then search the lockers.



Move out into the office and advance to the opposite end. Three more Necromorphs move to attack. Go for the legs first and slowly back up as you attack to give yourself some distance since they have to get close to attack you. Once the office is cleared, search the lockers in the two rooms at the far end of the office, then go through the nearby door to enter an elevator. Activate the controls inside and ride the elevator down to Washington Station.

Washington Train Station



As soon as you exit the elevator, turn to the right and move behind a counter to find an artifact. Pick it up to add it to your collection. Once you have it, stomp on a couple of containers in this room to get some pick-ups.

//Unitologist Artifact 01

MISSIVE TO THE FAITHFUL

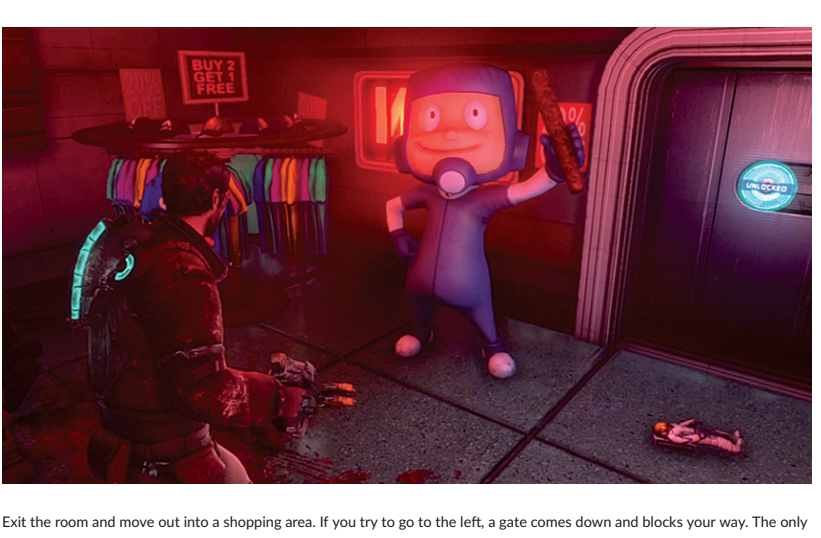
When the Black Marker was first discovered on Earth so long ago, the government at the time hid all evidence of it from us. When our prophet Michael Altman spoke out against them, he was silenced.

Now EarthGov continues that legacy. They tamper with the Markers—making blasphemous copies as part of their secret research programs. They have taken our sacred relic and turned it into a disease.

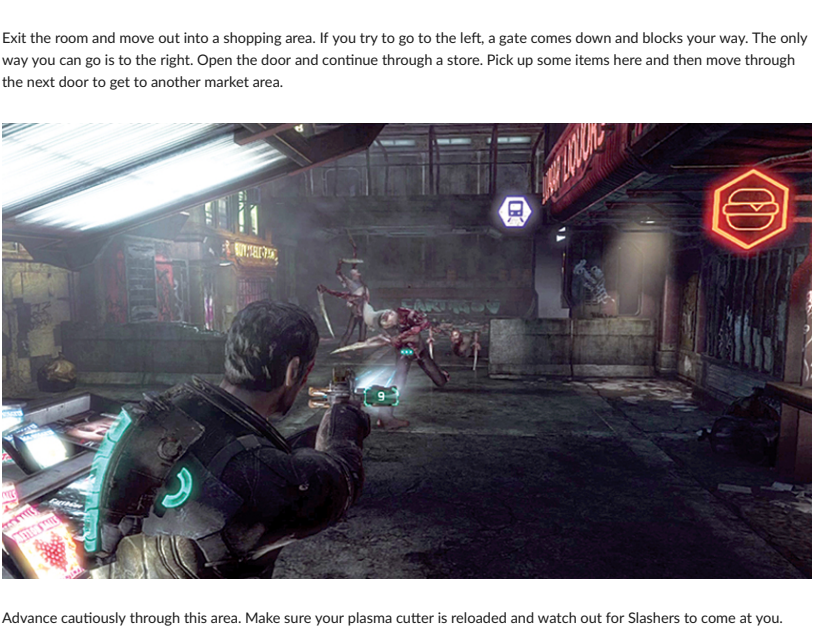
But nature has ways of correcting itself. By liberating the Markers we can end this cycle of death and begin the cycle of rebirth.

Join me as we take back our future—the future the Marker promises to us all.

—Jacob Arthur Danik



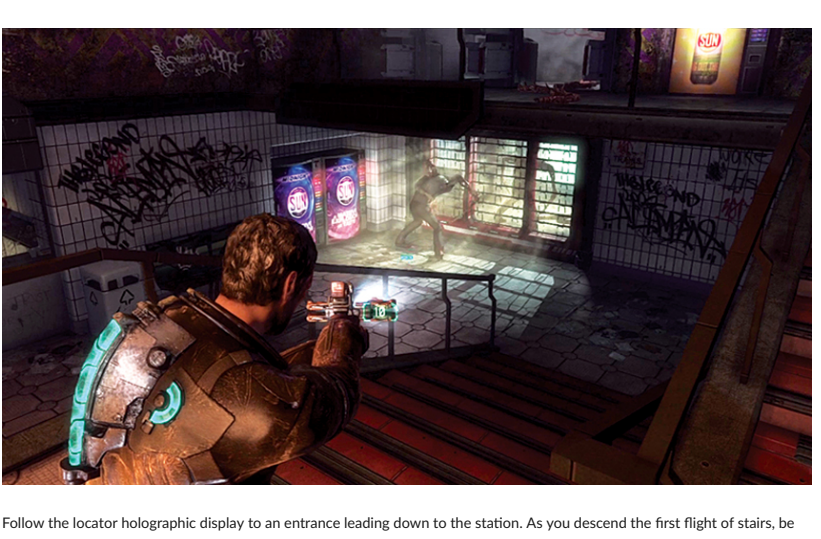
Exit the room and move out into a shopping area. If you try to go to the left, a gate comes down and blocks your way. The only way you can go is to the right. Open the door and continue through a store. Pick up some items here and then move through the next door to get to another market area.



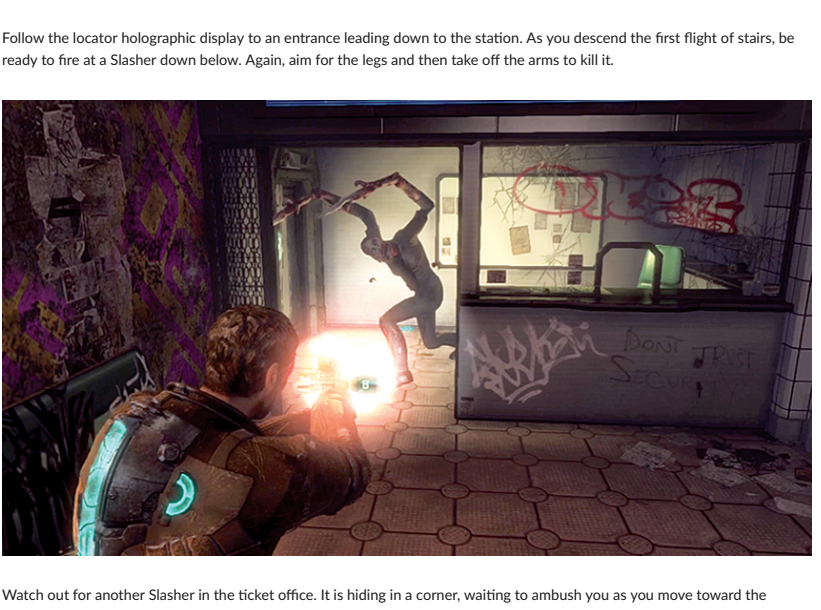
Advance cautiously through this area. Make sure your plasma cutter is reloaded and watch out for Slashers to come at you. They can move fast, so shoot for the legs. Once they are on the ground, crawling toward you, rotate the plasma cutter so that the beam is vertical and shoot off their arms to kill them. While you are focused on the Slashers, another Necromorph drops in behind you. Keep moving around to get away from the enemies while you continue firing. Also be ready to give yourself a quick heal if necessary. If they get in close, a stomp can cause some damage and give you a chance to move out of the enemy’s grasp. Once all the enemies are dead, stomp on the corpses to collect pick-ups.

ISAAC’S LOG

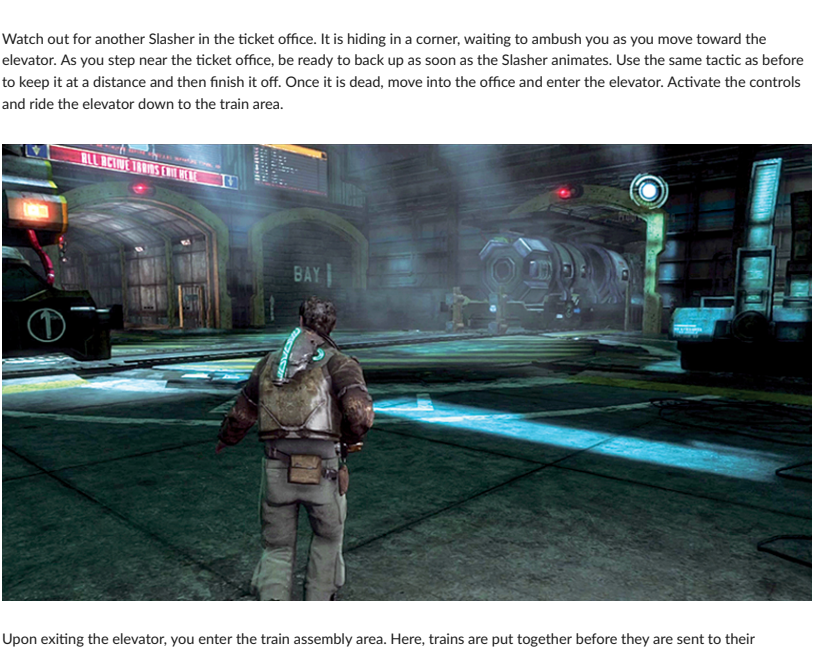
I forgot how much I hate Slashers. While they are not too tough to kill, they are very fast and often come at you in groups of two or more. They like to get in close to attack with the razor-sharp, blade-like extensions on their arms. Shooting off their arms is a way to reduce the damage they inflict. However, if they are running at you, go for the legs first. I found that the plasma cutter is very effective against Slashers. I like to use a horizontal beam to take off their legs. Not only does this slow them down, but also the Slashers seem to pause a bit after losing their legs before they start crawling toward you. This gives an opportunity to rotate the plasma cutter beam to vertical and then slice off their arms for the kill. Those severed blades on their arms can then be used as projectiles. Use your kinesis ability to launch them at enemies.



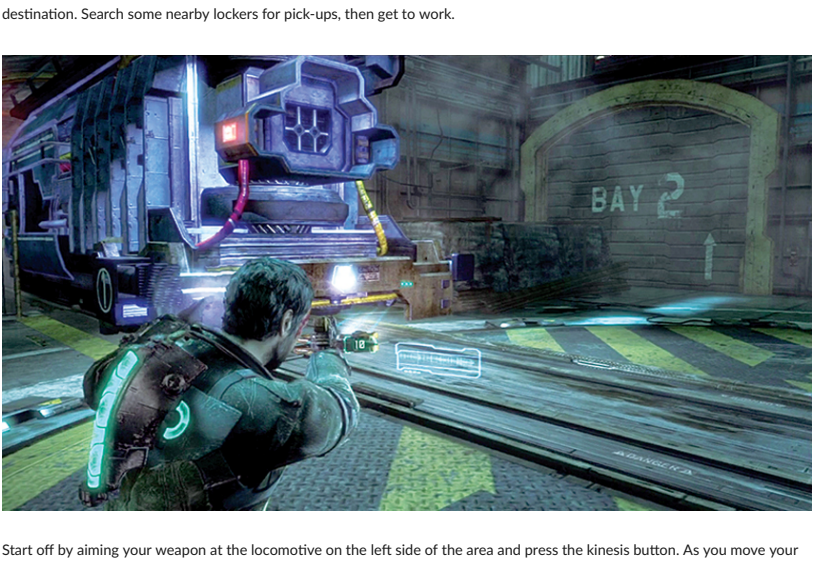
Follow the locator holographic display to an entrance leading down to the station. As you descend the first flight of stairs, be ready to fire at a Slasher down below. Again, aim for the legs and then take off the arms to kill it.



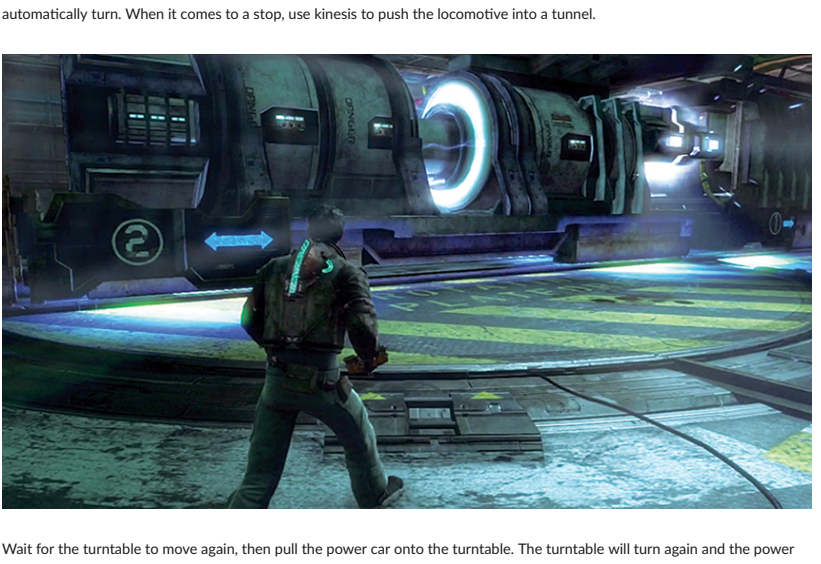
Watch out for another Slasher in the ticket office. It is hiding in a corner, waiting to ambush you as you move toward the elevator. As you step near the ticket office, be ready to back up as soon as the Slasher animates. Use the same tactic as before to keep it at a distance and then finish it off. Once it is dead, move into the office and enter the elevator. Activate the controls and ride the elevator down to the train area.



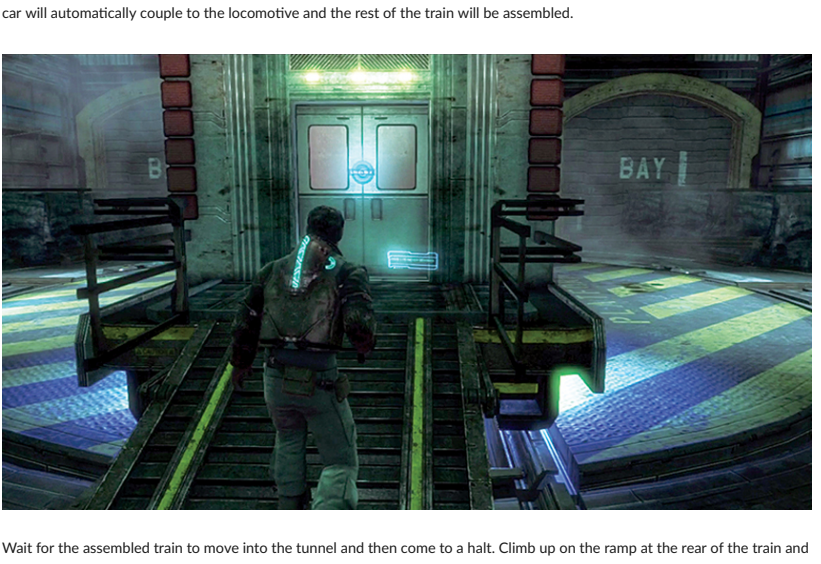
Upon exiting the elevator, you enter the train assembly area. Here, trains are put together before they are sent to their destination. Search some nearby lockers for pick-ups, then get to work.



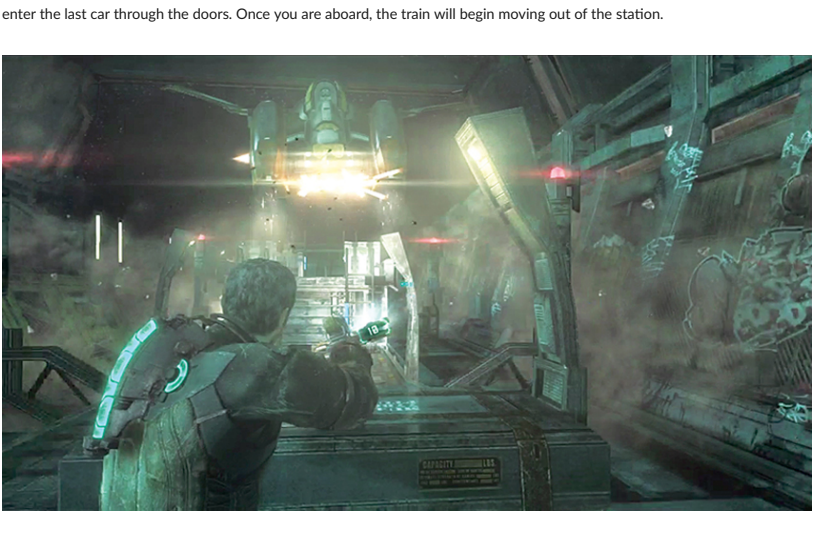
Start off by aiming your weapon at the locomotive on the left side of the area and press the kinesis button. As you move your view to the right, the locomotive is pulled out onto the turntable. Once it is complete on the turntable, the table will automatically turn. When it comes to a stop, use kinesis to push the locomotive into a tunnel.

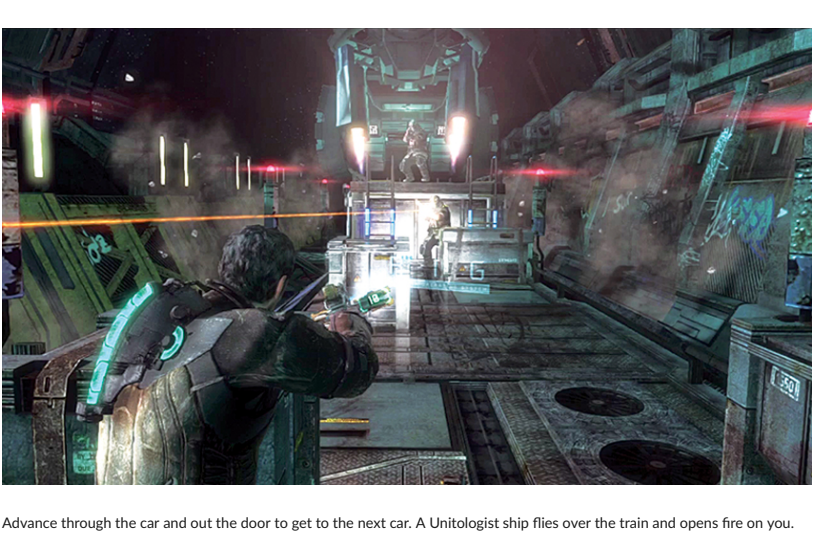


Wait for the turntable to move again, then pull the power car onto the turntable. The turntable will turn again and the power car will automatically couple to the locomotive and the rest of the train will be assembled.

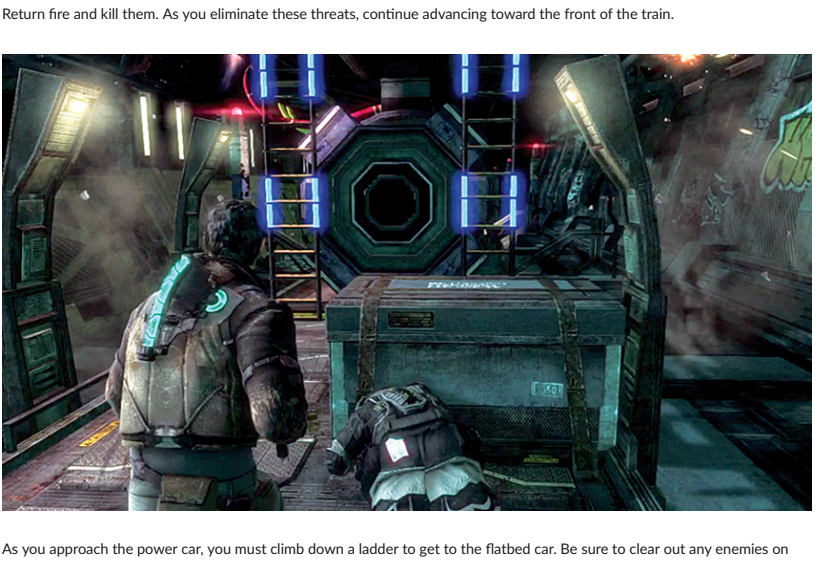


Wait for the assembled train to move into the tunnel and then come to a halt. Climb up on the ramp at the rear of the train and enter the last car through the doors. Once you are aboard, the train will begin moving out of the station.

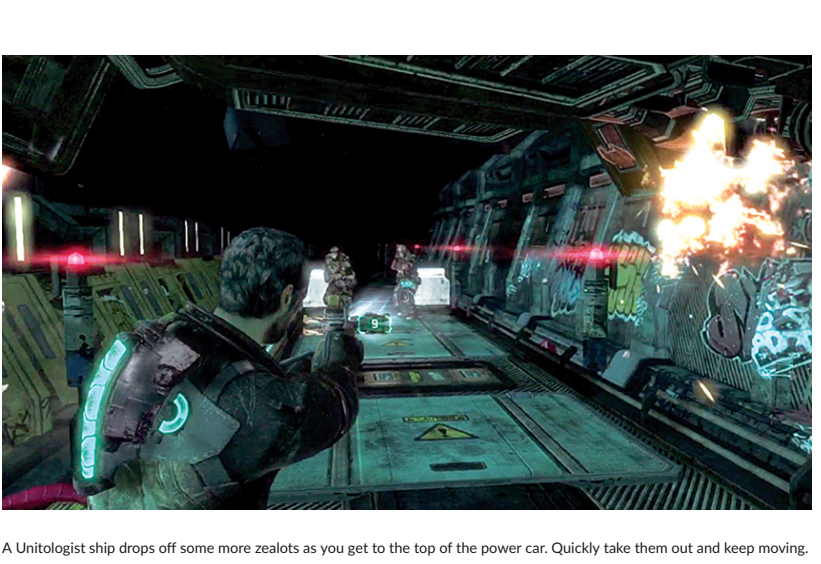




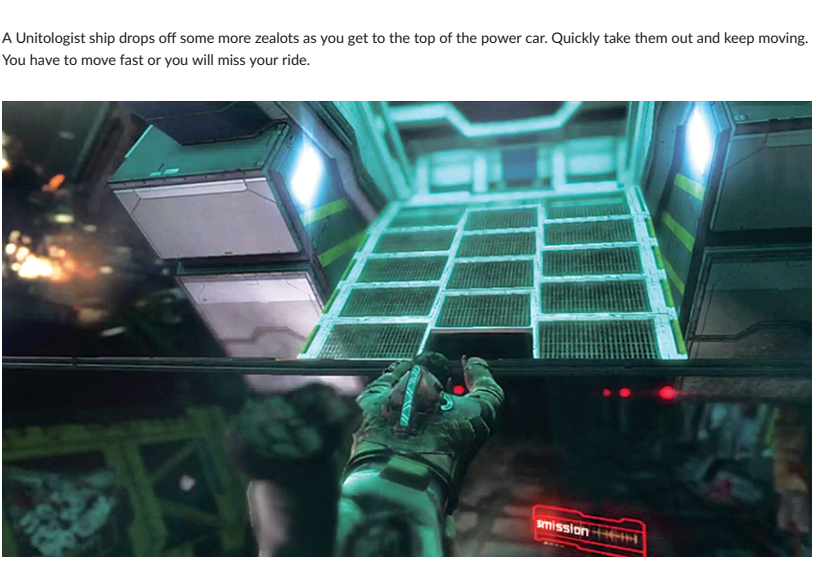
Advance through the car and out the door to get to the next car. A Unitologist ship flies over the train and opens fire on you. Take cover. Norton and the Eudora arrive and fire at the enemy ship to drive it away, but not before it drops off several zealots. Return fire and kill them. As you eliminate these threats, continue advancing toward the front of the train.

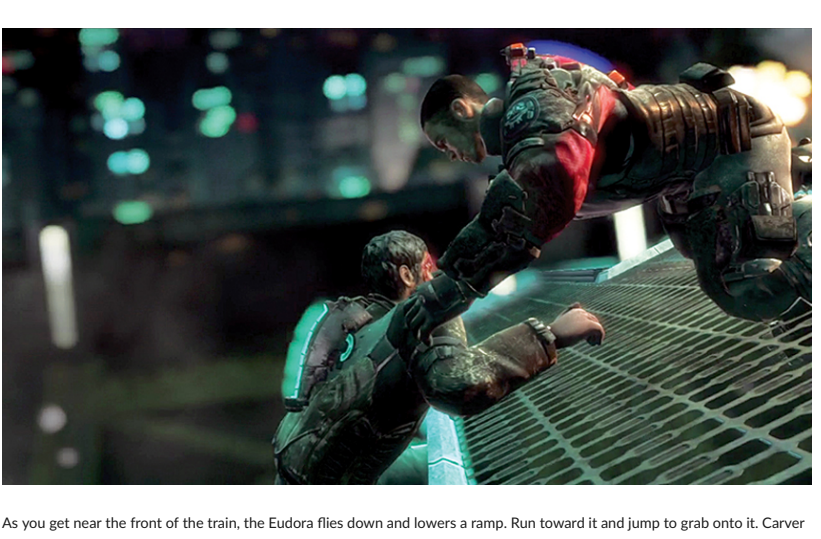


As you approach the power car, you must climb down a ladder to get to the flatbed car. Be sure to clear out any enemies on this car before going down the ladder. Then cross to the other side and climb up another ladder to get on top of the power car.

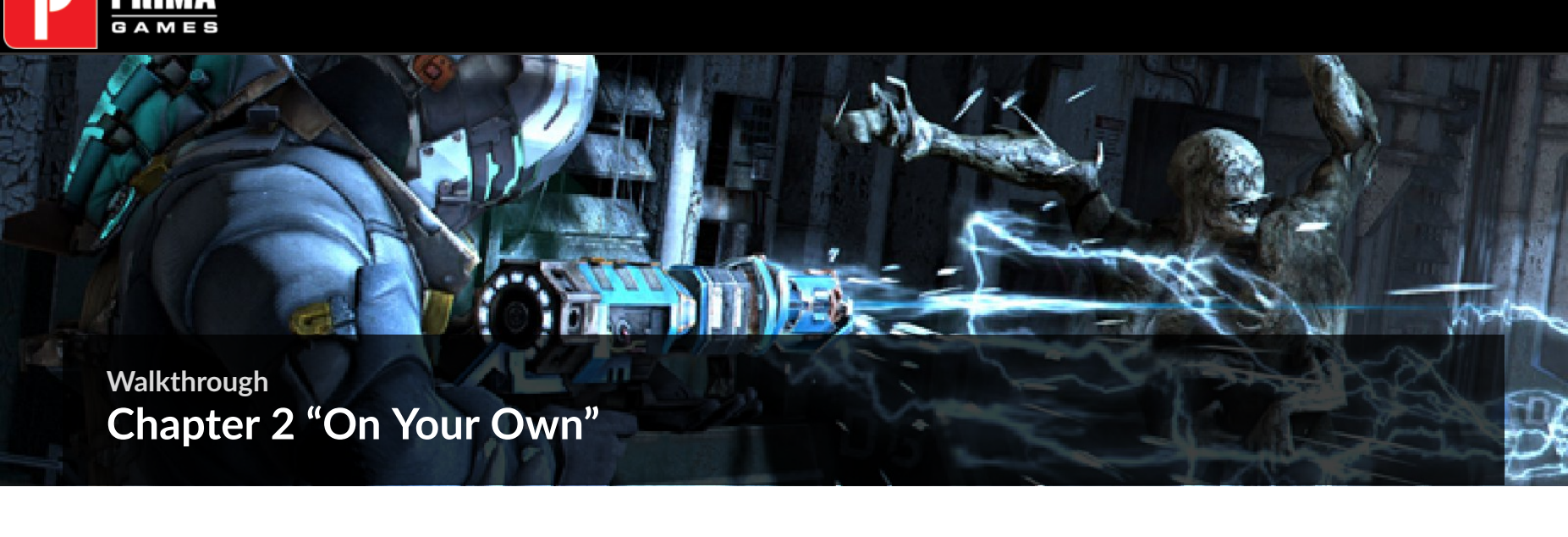


A Unitologist ship drops off some more zealots as you get to the top of the power car. Quickly take them out and keep moving. You have to move fast or you will miss your ride.





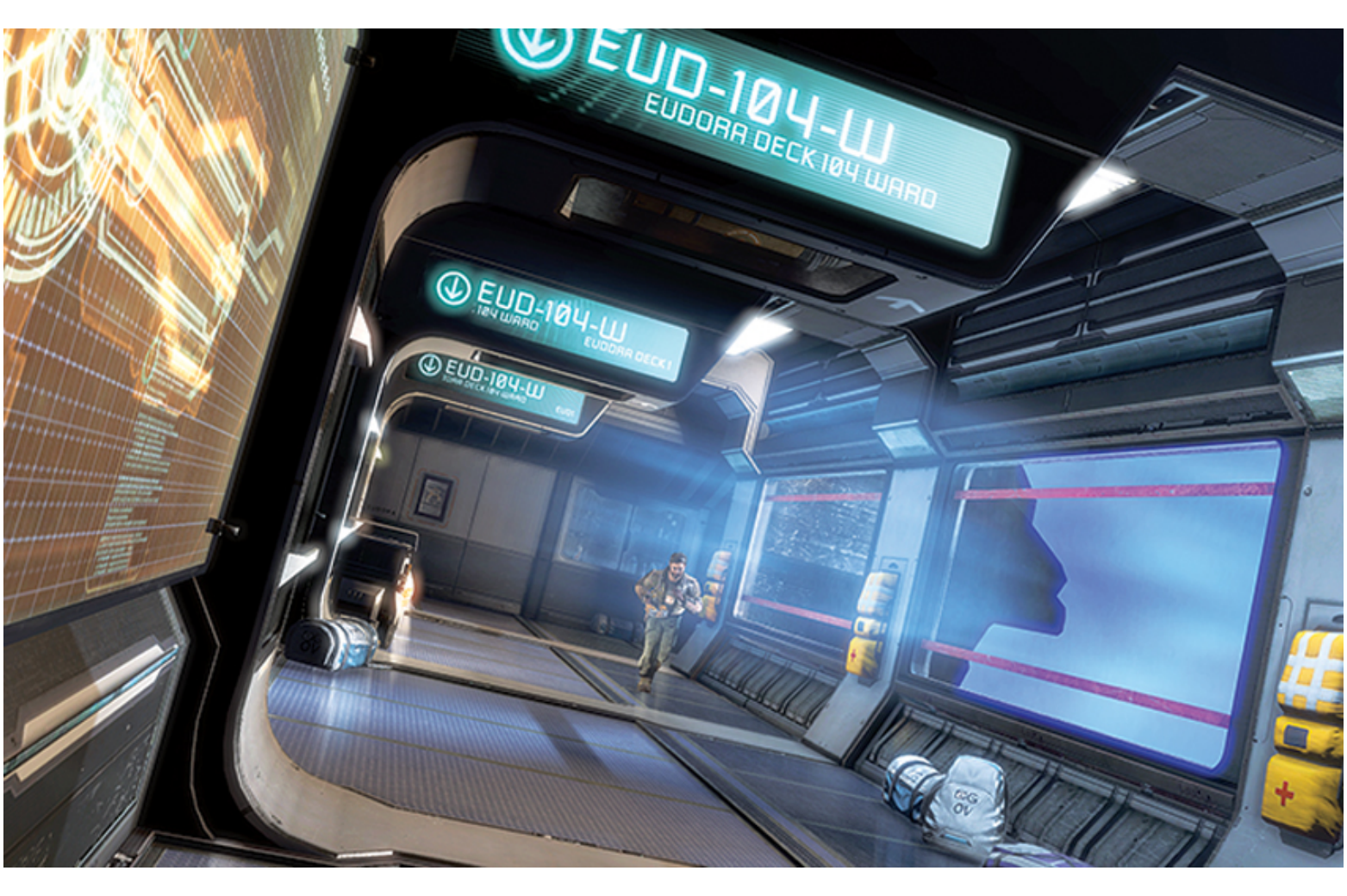
As you get near the front of the train, the Eudora flies down and lowers a ramp. Run toward it and jump to grab onto it. Carver comes out onto the ramp to help you climb aboard. Follow the on-screen prompts to ensure that you climb up the ramp and get safely onto the ship to complete your escape from the lunar colony.



Walkthrough

Chapter 2 “On Your Own”

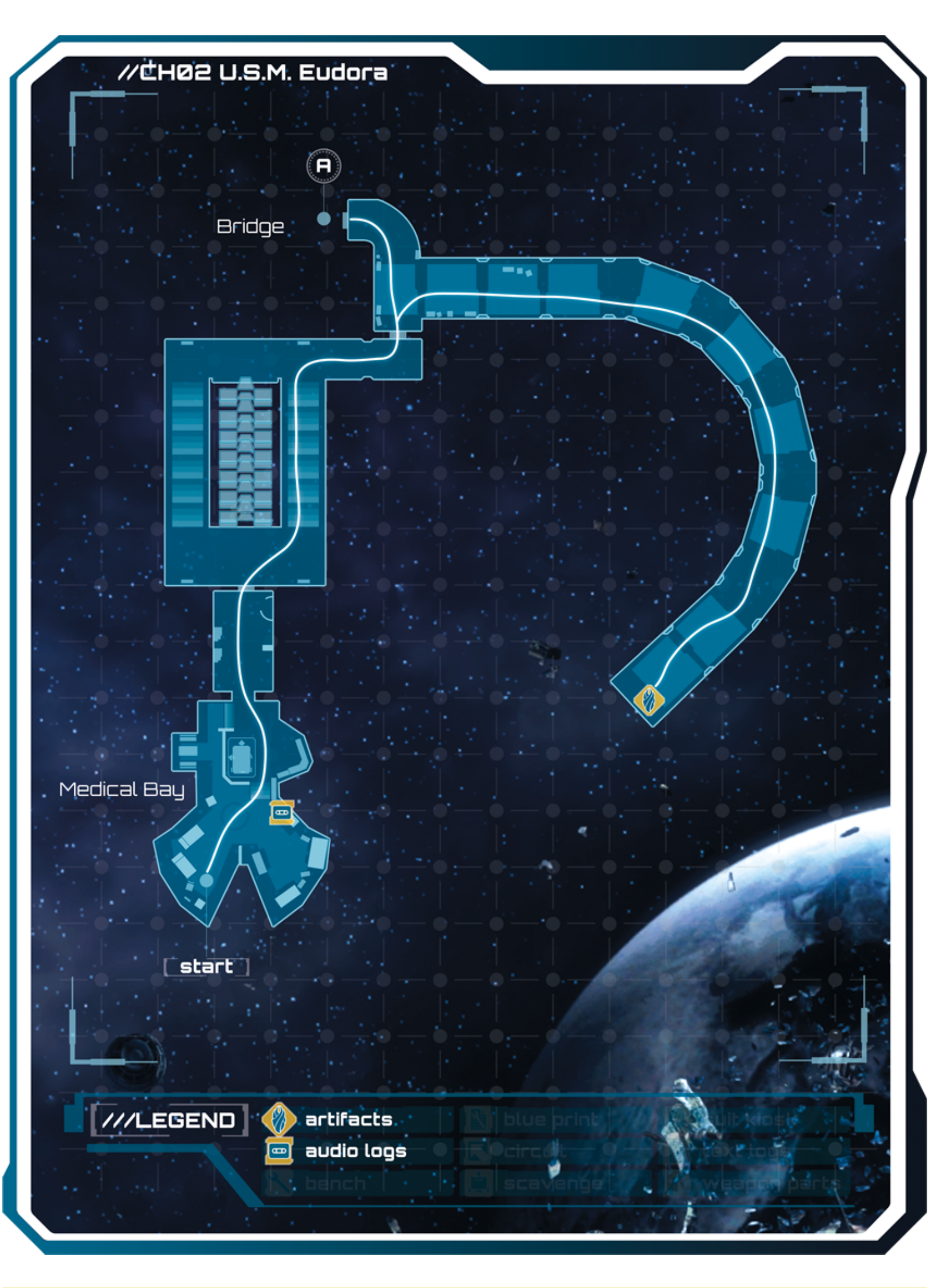
Location: U.S.M. Eudora



Isaac and Carver have escaped the Unitologist attack on the Lunar Colony. Safely aboard Norton’s ship, the Eudora, they are now en route to the furthest reaches of space on a mission to find Ellie Langford and her crew.

Level Stats

- Total Artifacts: 1
- EarthGov Artifacts: 1
- Total Logs: 1
- Audio Logs: 1



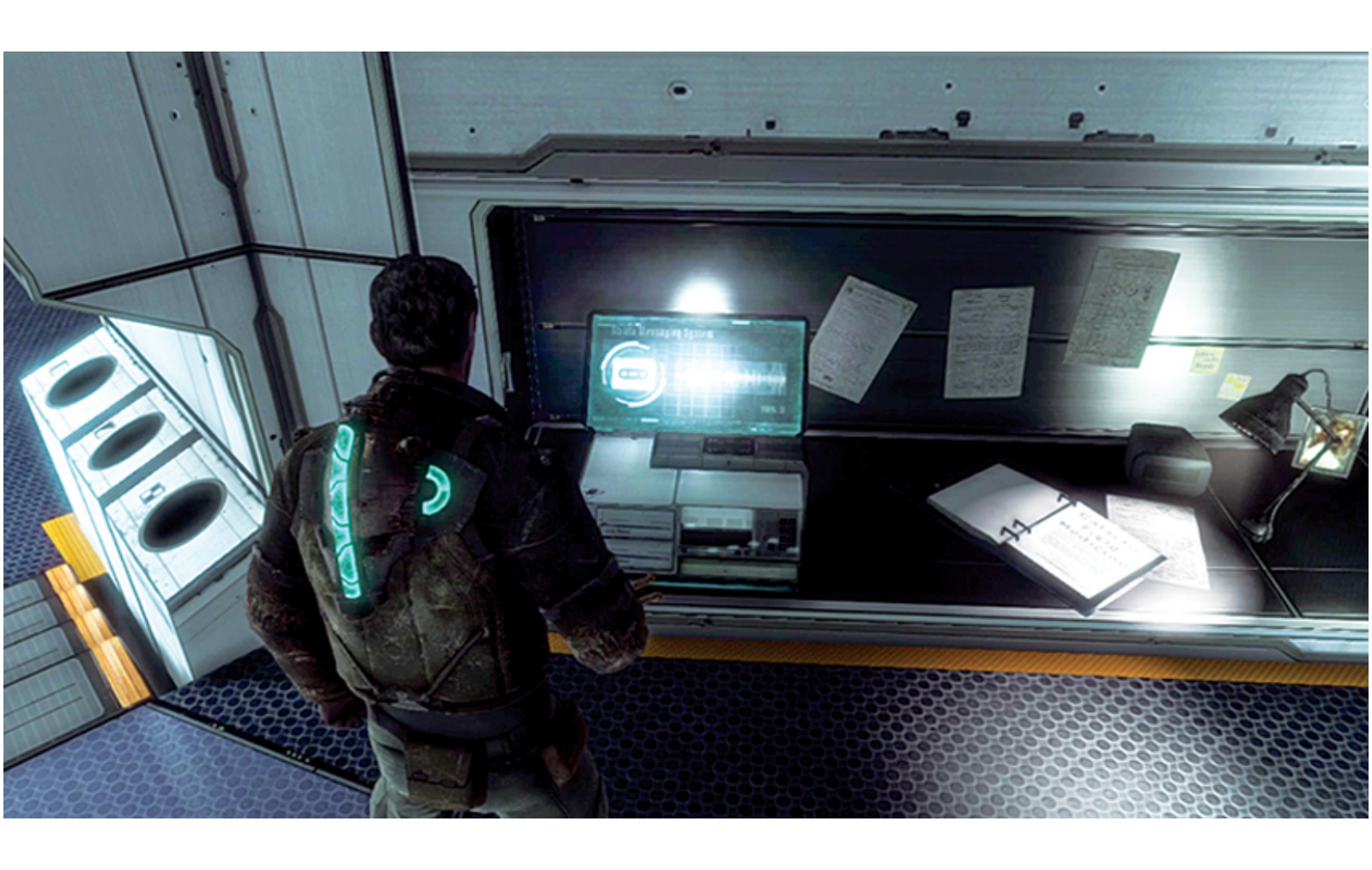
Click here for interactive maps

Medical Bay

- Location: U.S.M. Eudora

Meet Captain Norton on the Bridge

Norton and Carver … Whoever these guys are, they went through a lot of trouble to find me. But if there’s one thing I learned from the Sprawl, it’s that trust is a dangerous thing. Norton better have some answers if he expects me to go along with his plan.



After your extraction from the lunar colony, you wake up in the medical bay aboard the U.S.M. Eudora. Carver is also in the area, looking at a picture that he quickly puts away when he notices that you are awake. Take some time to explore the area. There is a recording machine on a desk. Be sure to listen to it to find out more about Carver’s past.

//Audio Log 2: Eudora Life

Recorded Message Playback. <beep>

Hey, look, I’m on patrol. Make this quick, alright?

It’s his birthday!

Ah, shit!

Is that Dad? Thanks for the present, Dad! When are you coming home?

Soon.

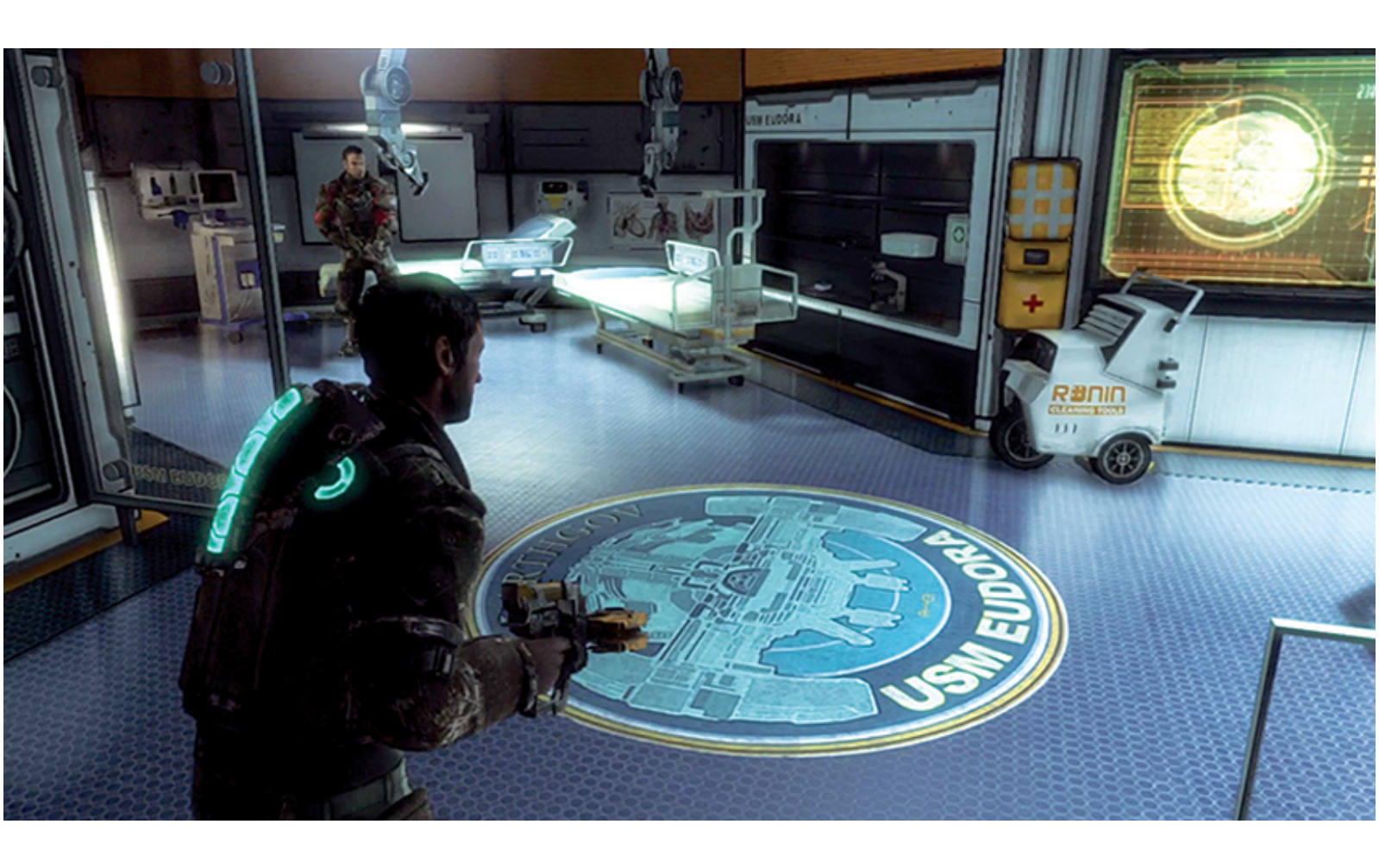
Okay, I love you, Dad! (retreating, calling to other kids) Who wants to play soldiers?

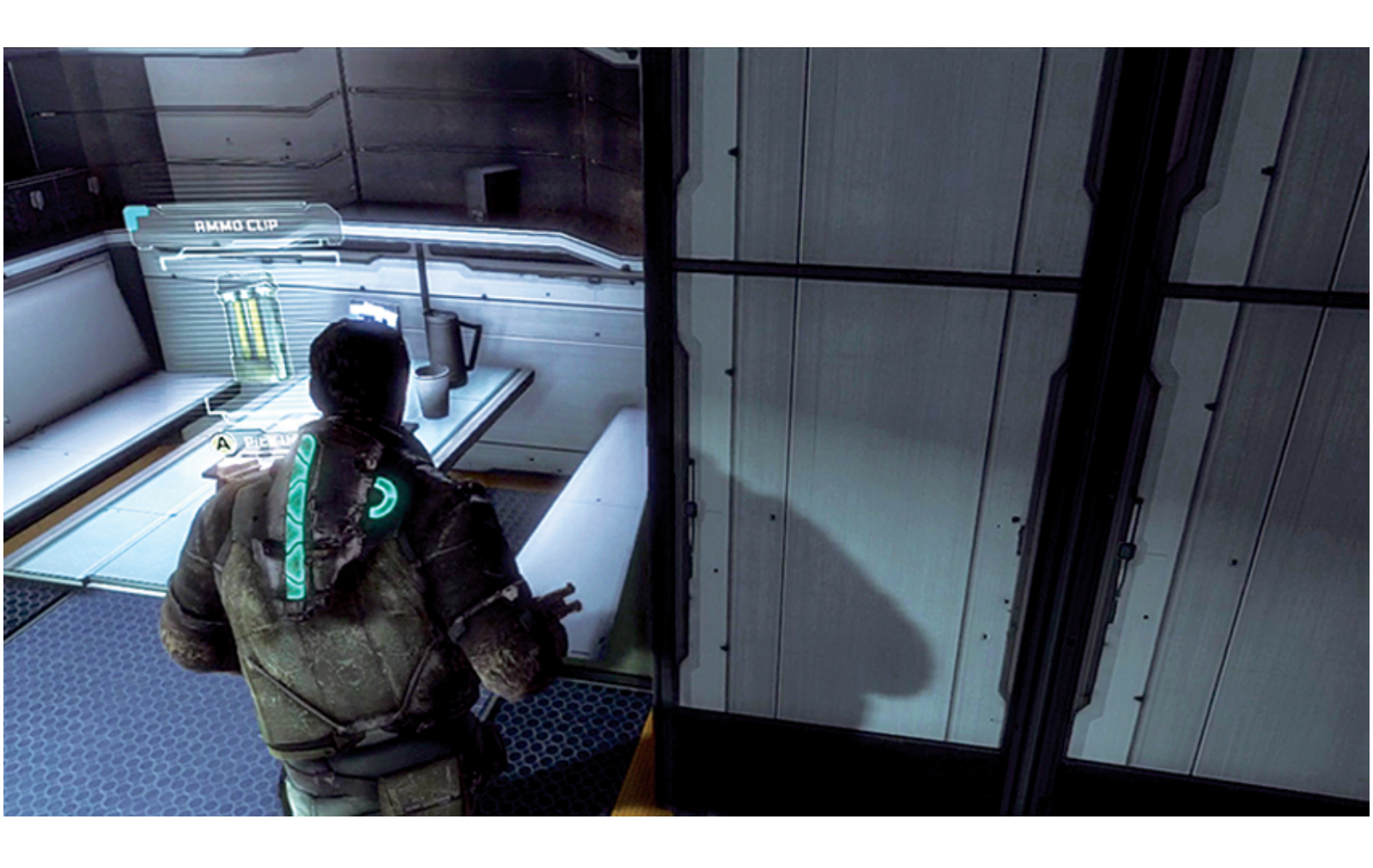
You gave him a soldier?

John, he idolizes you!

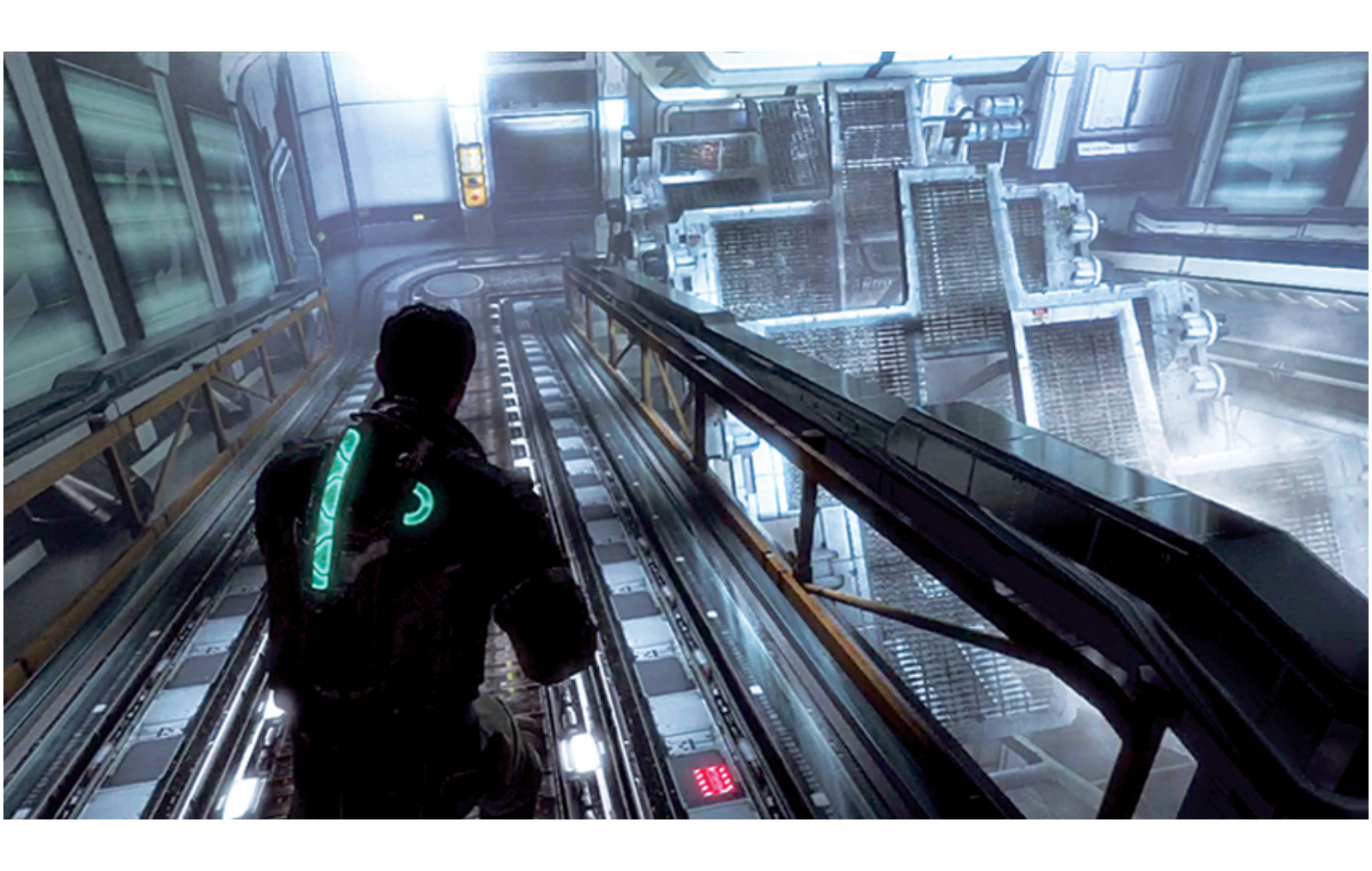
Well you better get that idea out of his head. You got that?!

I gotta go. Love you.

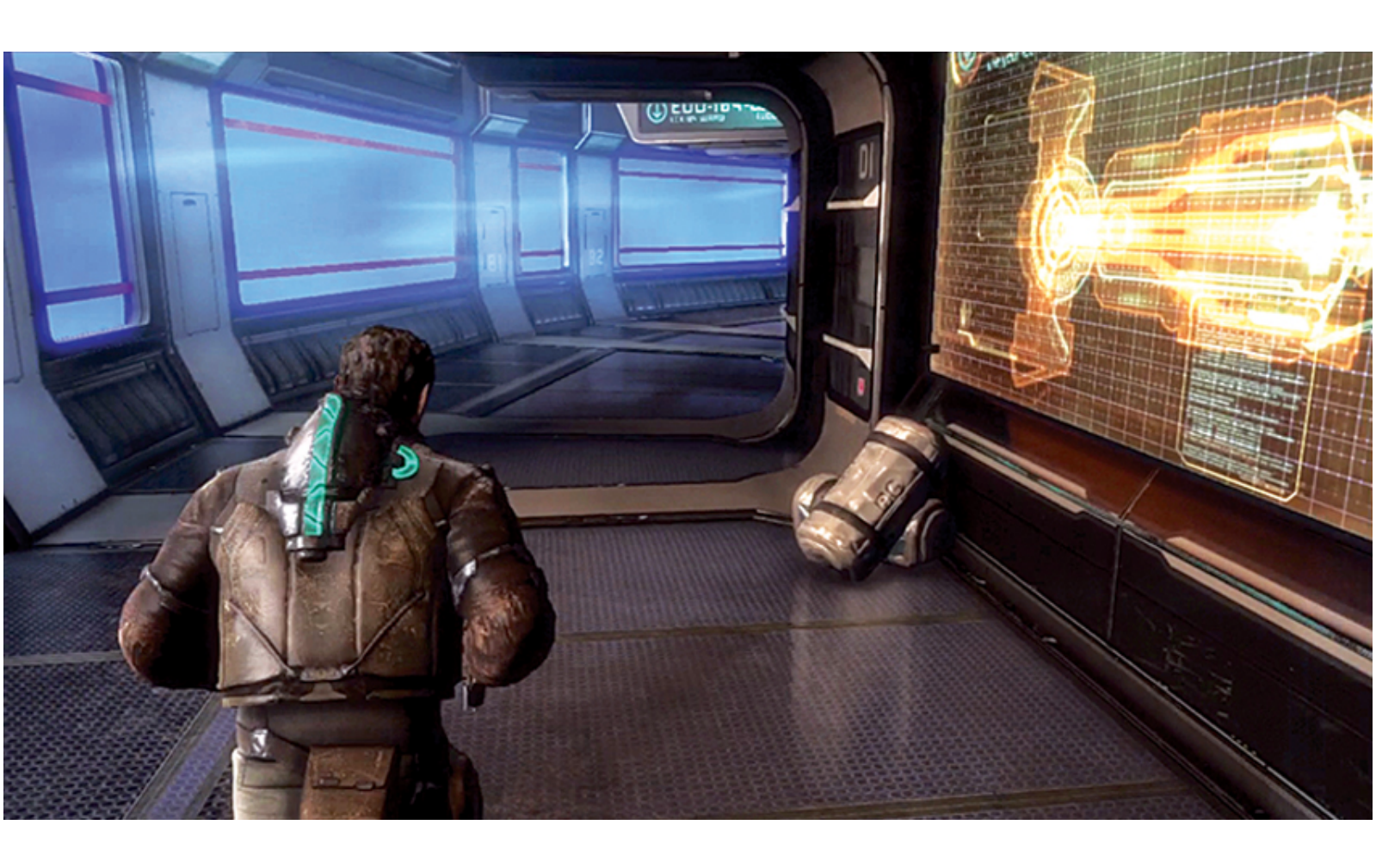


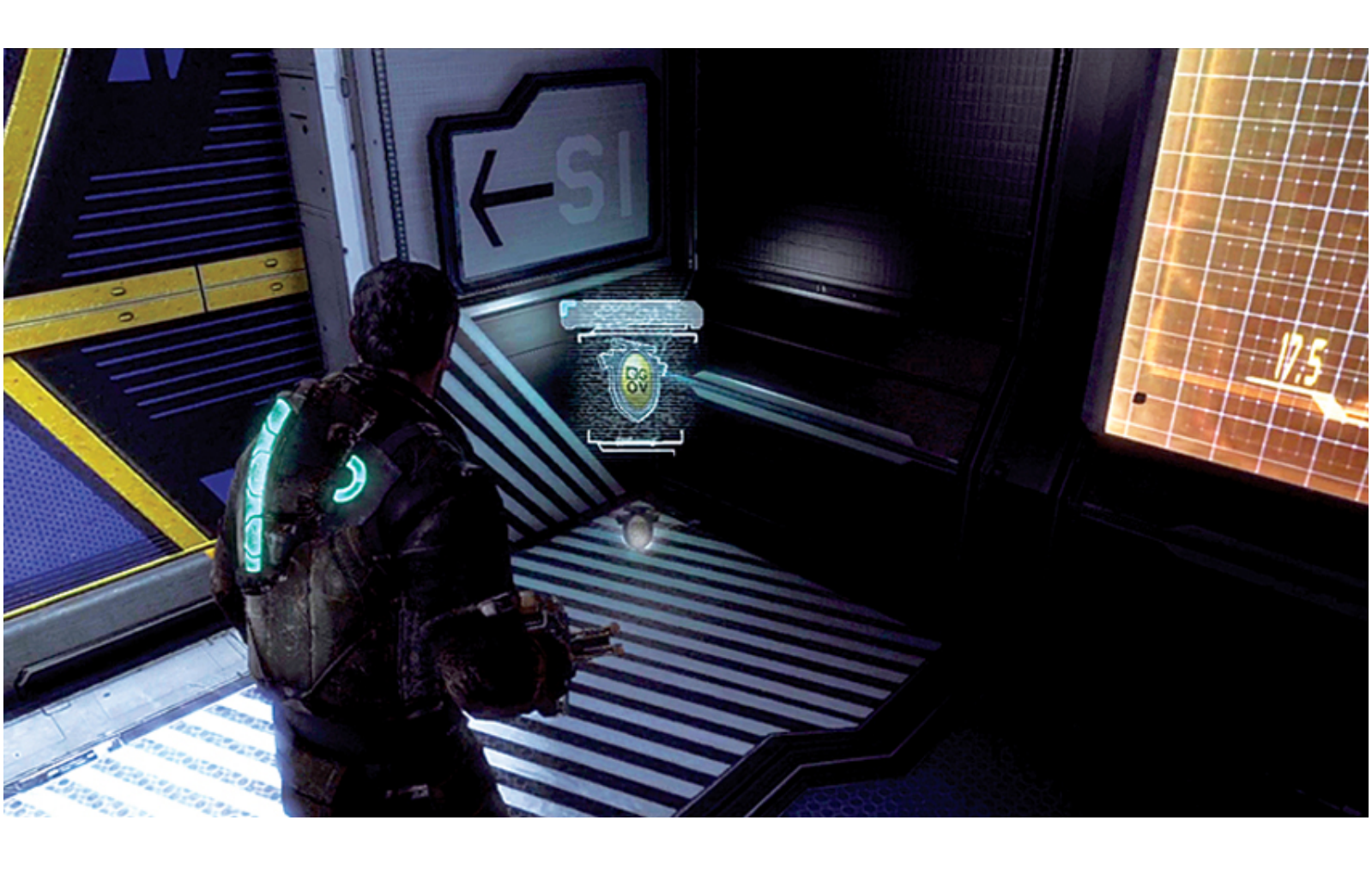


Search the medical bay for some pick-ups. The med packs and ammo will come in handy later. Once you have collected everything, go out the door and through a locker room. There is nothing inside this room, so continue out the opposite door to the next area.



Search a couple of lockers on either side of the door and then continue down a ramp to a lower level. Exit out the door on the right side of this area.





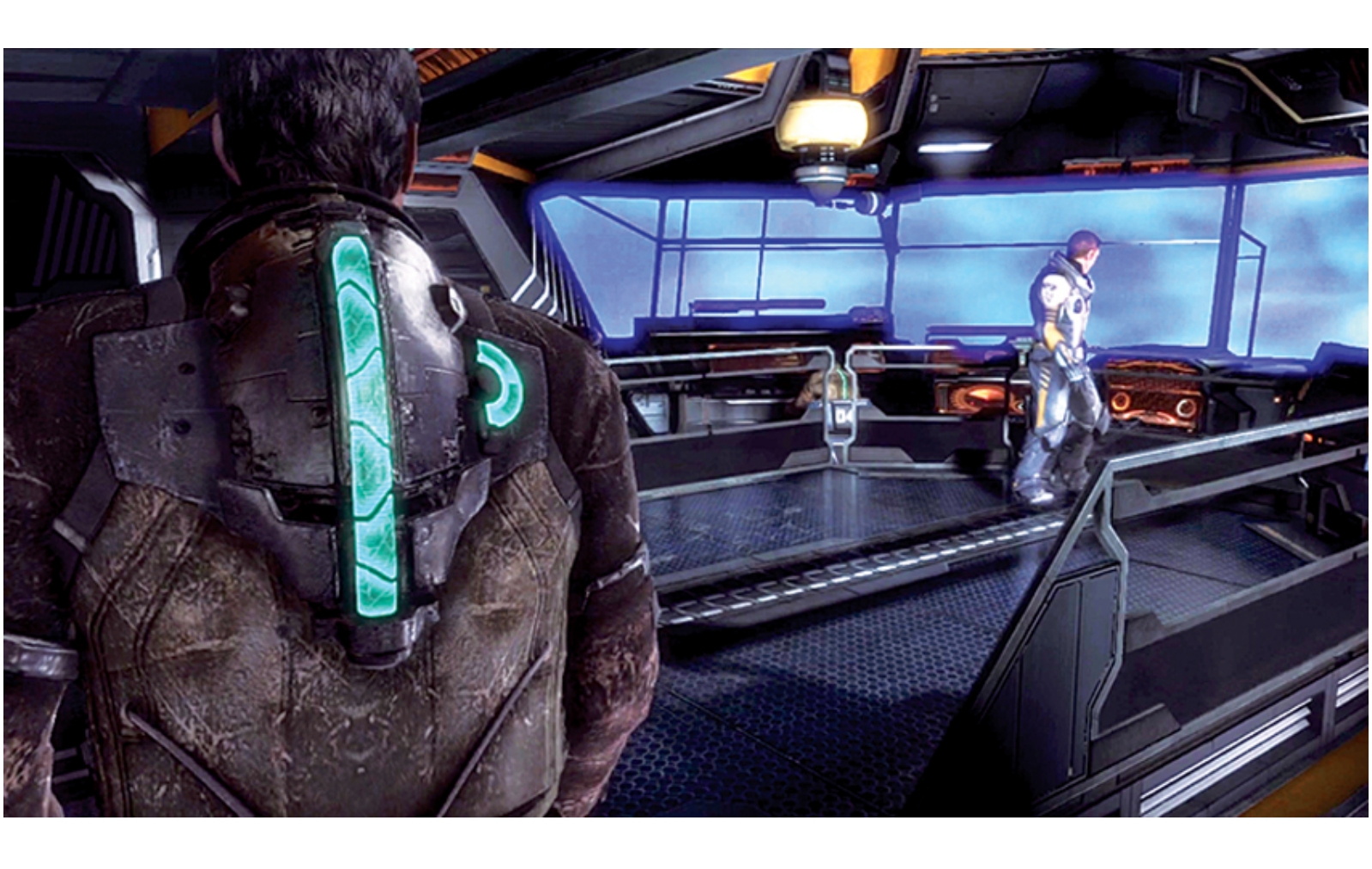
After exiting through a door, you come to an intersection. The bridge is forward. However, before reporting to the bridge, explore the corridor that leads off to the right. While it is a long corridor, the walk is worth it. In addition to a pick-up, you can also find an artifact at the end of the corridor. Pick it up, then backtrack to the bridge to complete your objective.

//OFFICER’S LOG: Capt Robert Norton

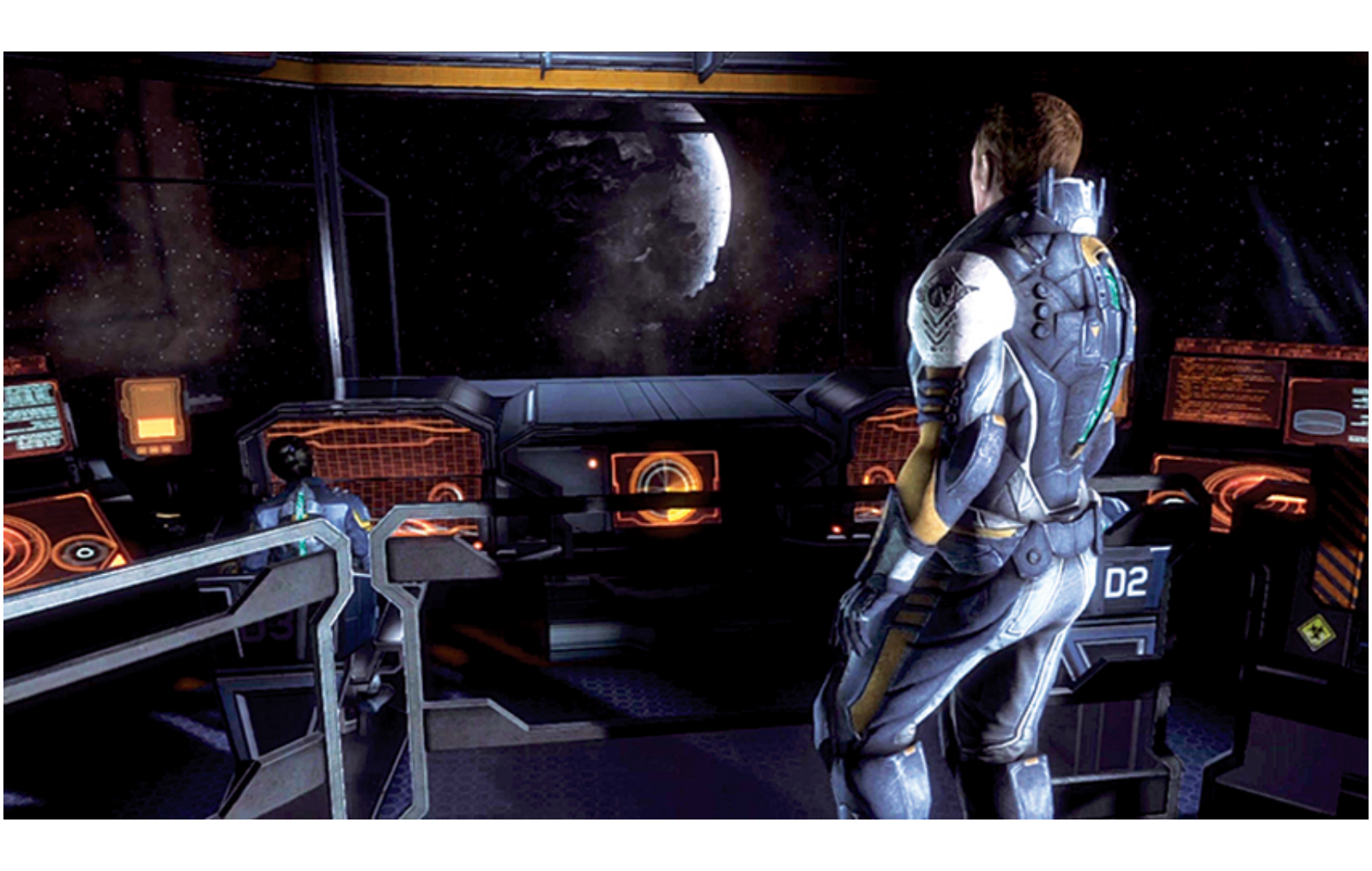
Clarke hasn’t exactly made himself easy to find, and I can’t say I blame him. He’s been on the run from EarthGov since he escaped Titan Station with those Marker secrets stuck in his head. If it weren’t for Ellie’s help, we wouldn’t have known where to look.

We set course for New Horizons Lunar Colony this morning. Now the trick is to find him before Danik does.

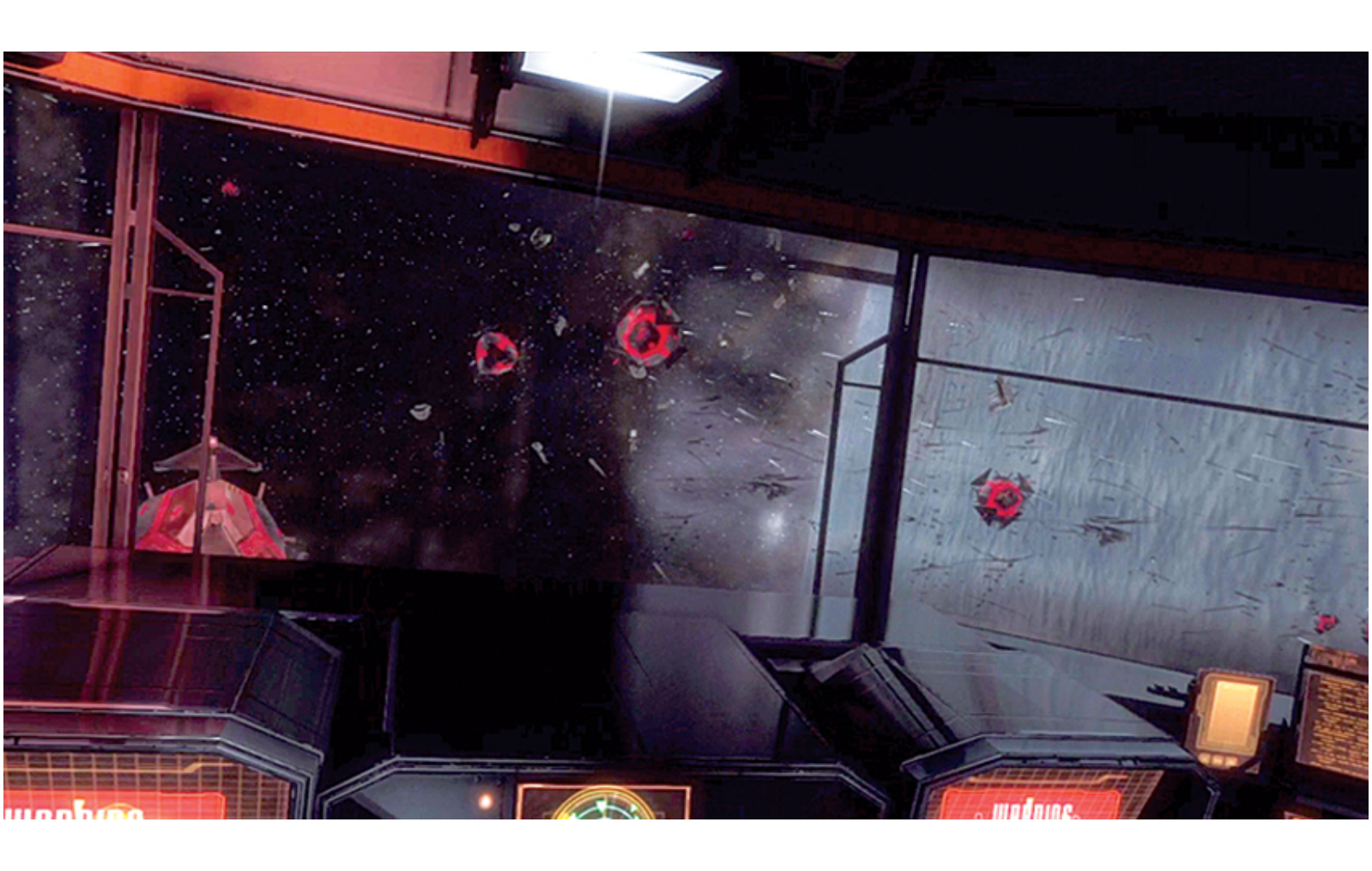
He’d better be worth it.



As you arrive on the bridge, the Eudora is coming out of hyperspace. Captain Norton is in command and is preparing the crew for the unexpected. All they have is an exit vector with little or no knowledge of what they are dropping into.

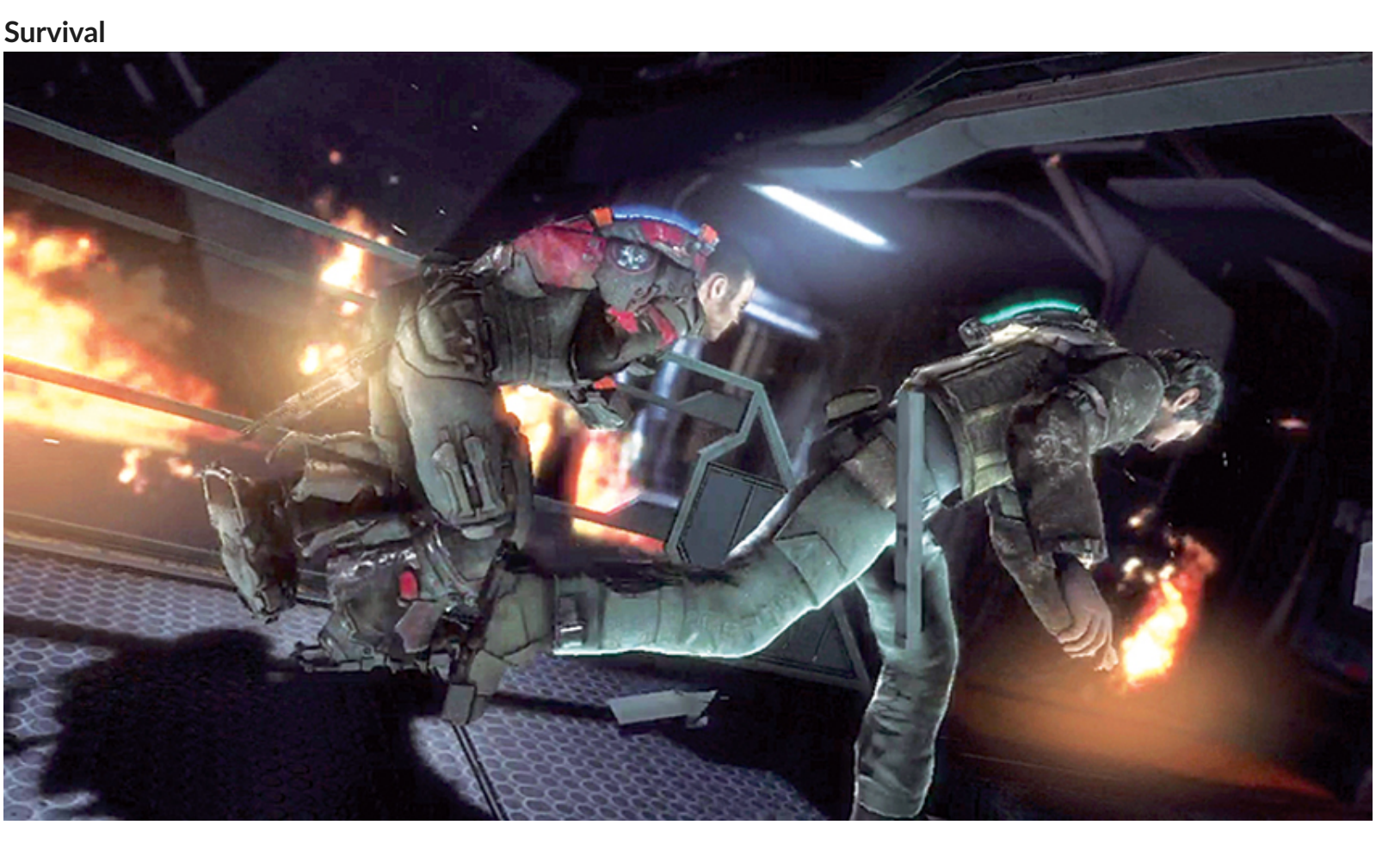


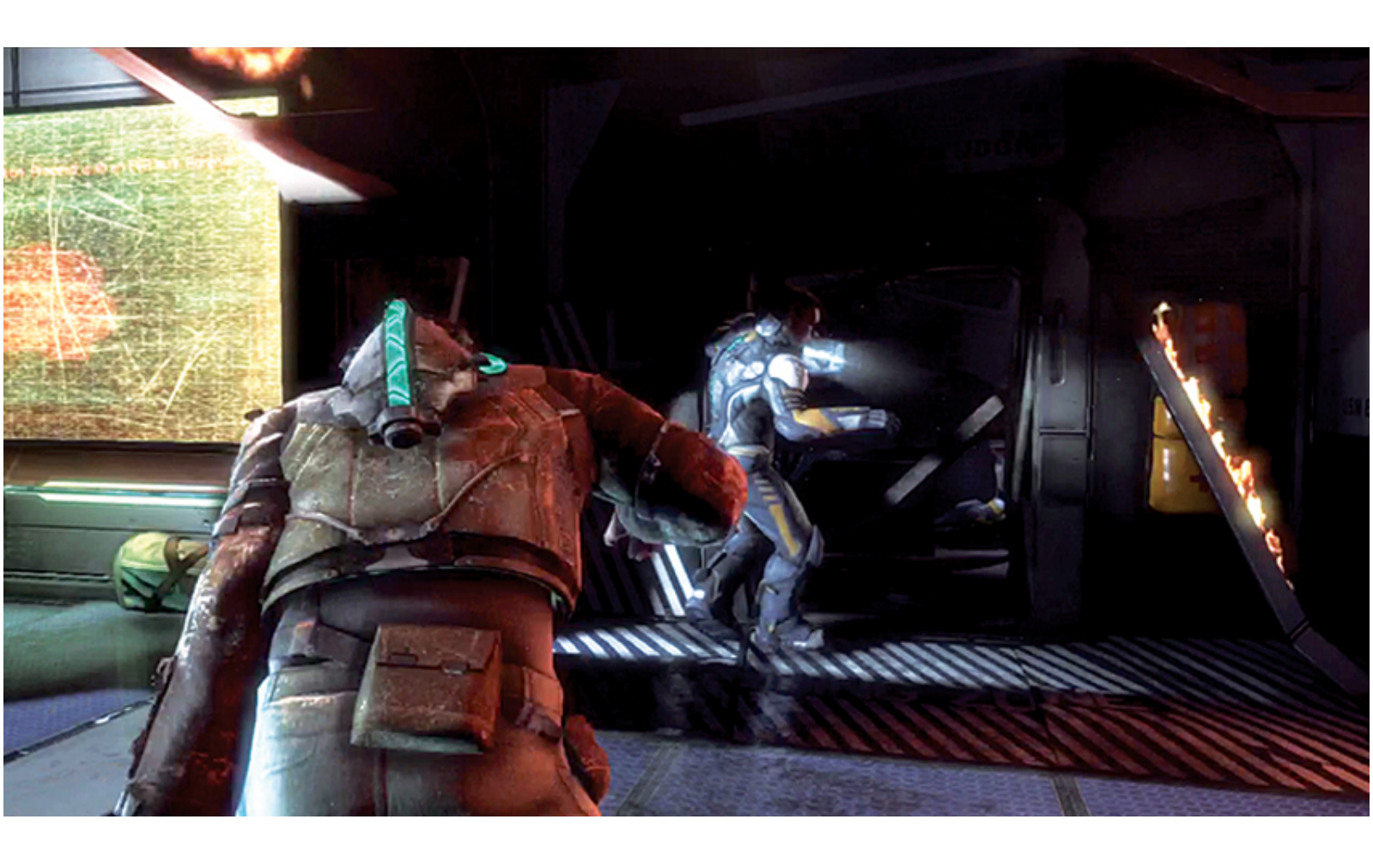
Once the ship is back into real space, you realize that you have entered a system that is a graveyard for spacecraft. One of the crew members identifies the warships as belonging to the Sovereign Colonies, which makes them two centuries old.



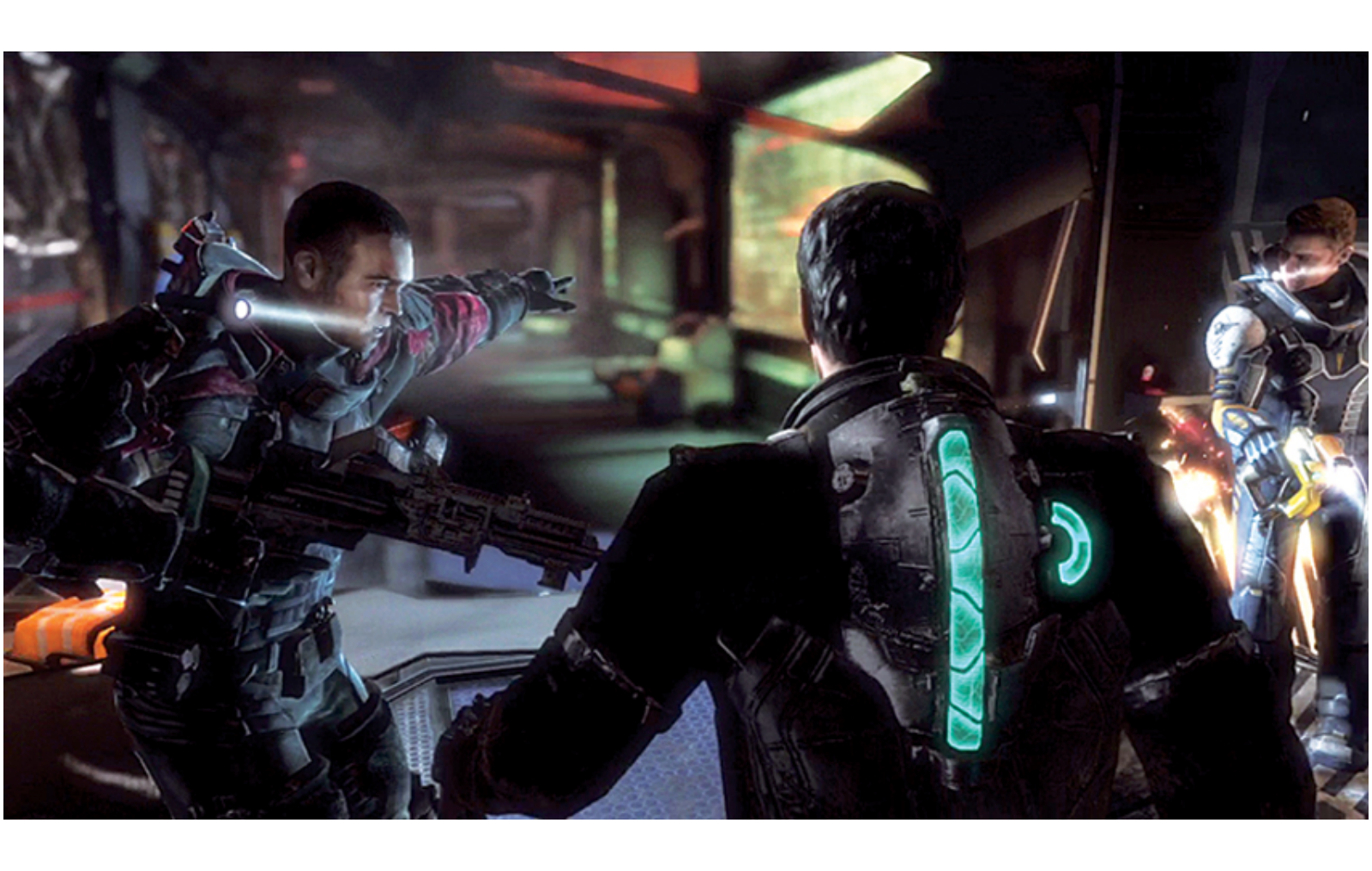
The ship named the C.M.S. Roanoke is transmitting an S.O.S. It could be Ellie. However, as you begin approaching the ship, you come across a minefield. Although the crew tries to avoid the mines, the effort is in vain. Several mines hit the Eudora and explode. The ship’s hull integrity is breached and the ship’s atmosphere begins flowing into the vacuum of space.

Survival

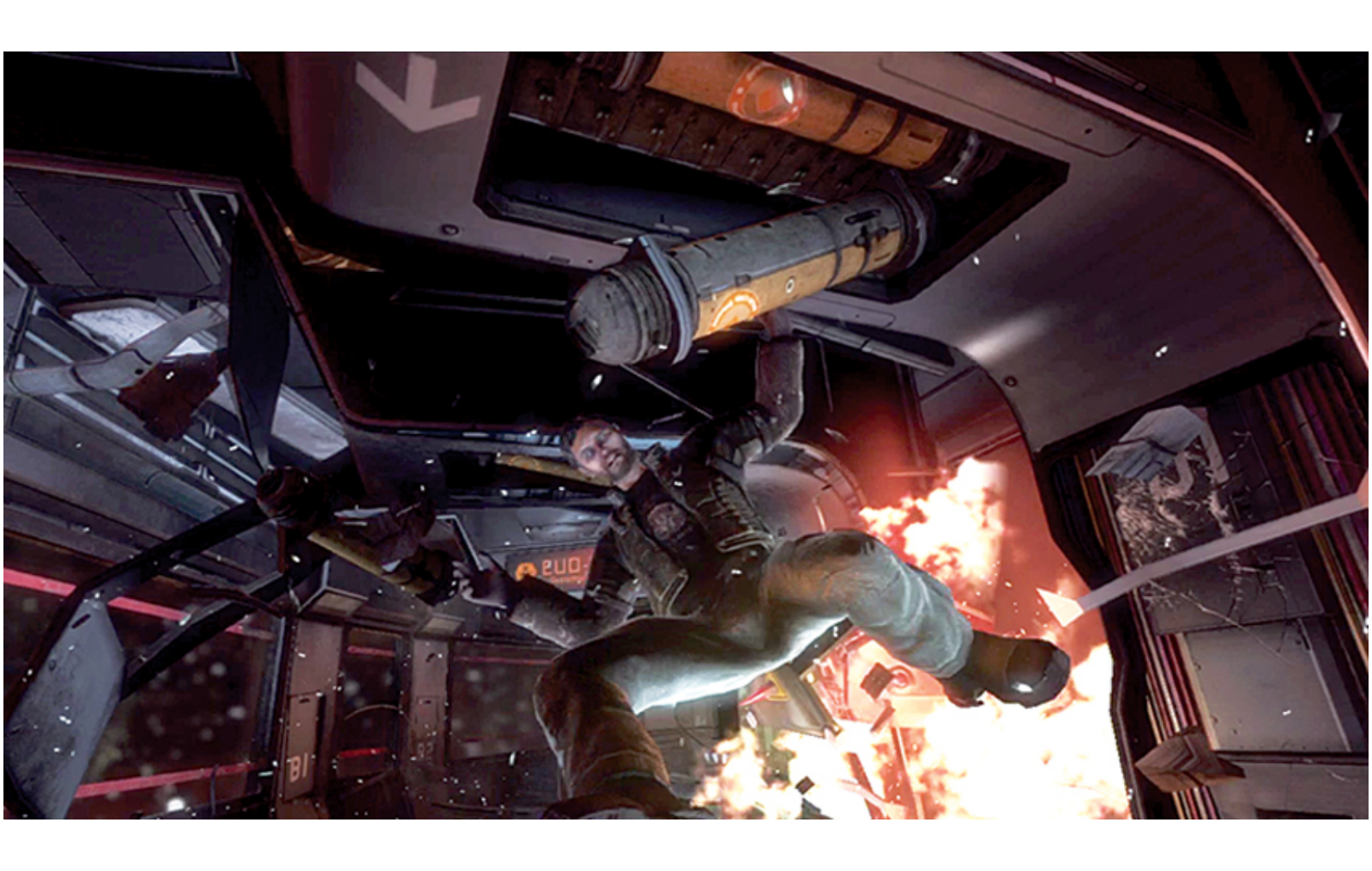




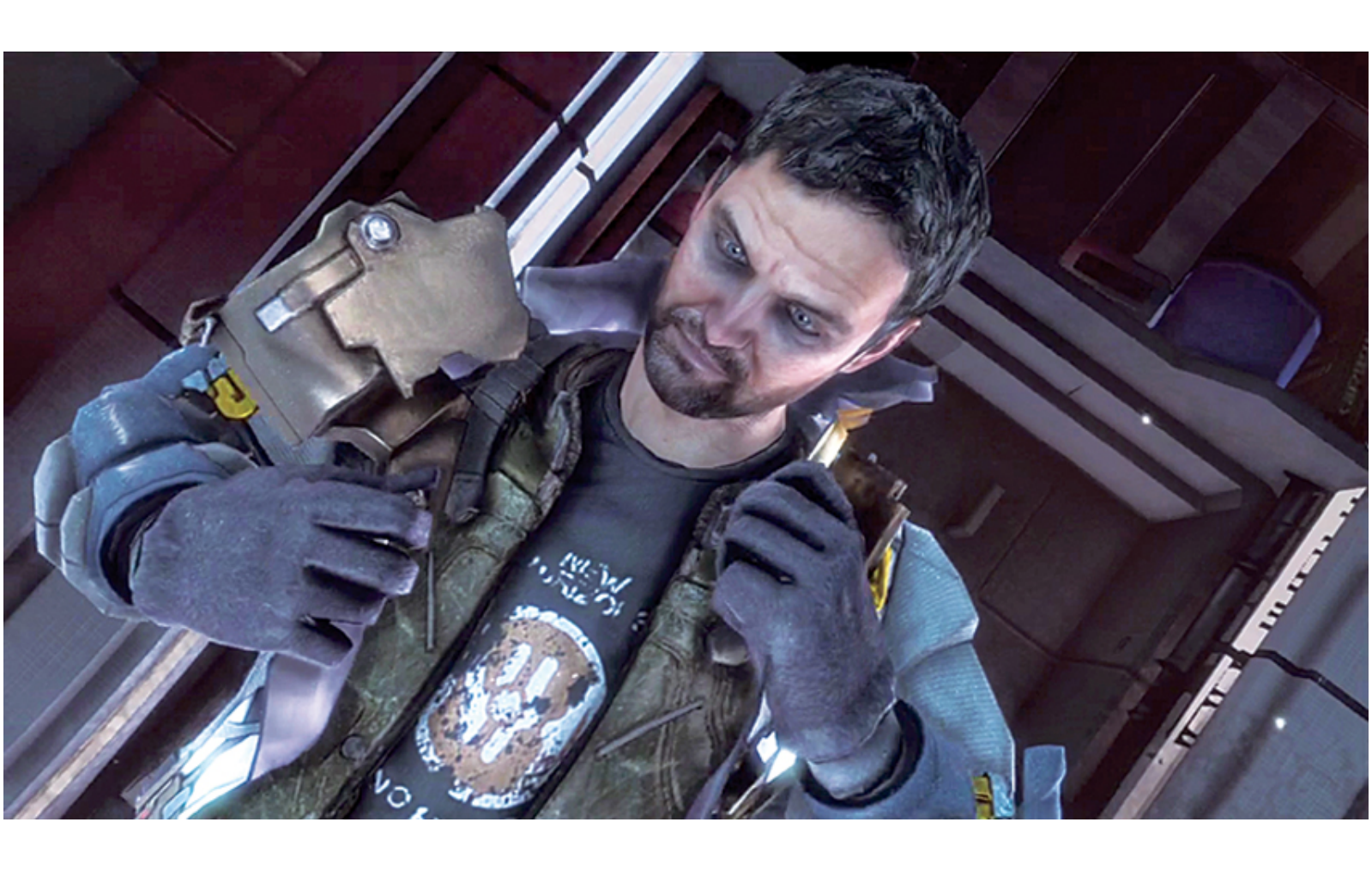
You must get off the bridge and back to the corridor where you can try to seal off the breach. Exit through the door on the left side of the bridge and continue to the corridor where Captain Norton is trying to seal a bulkhead.



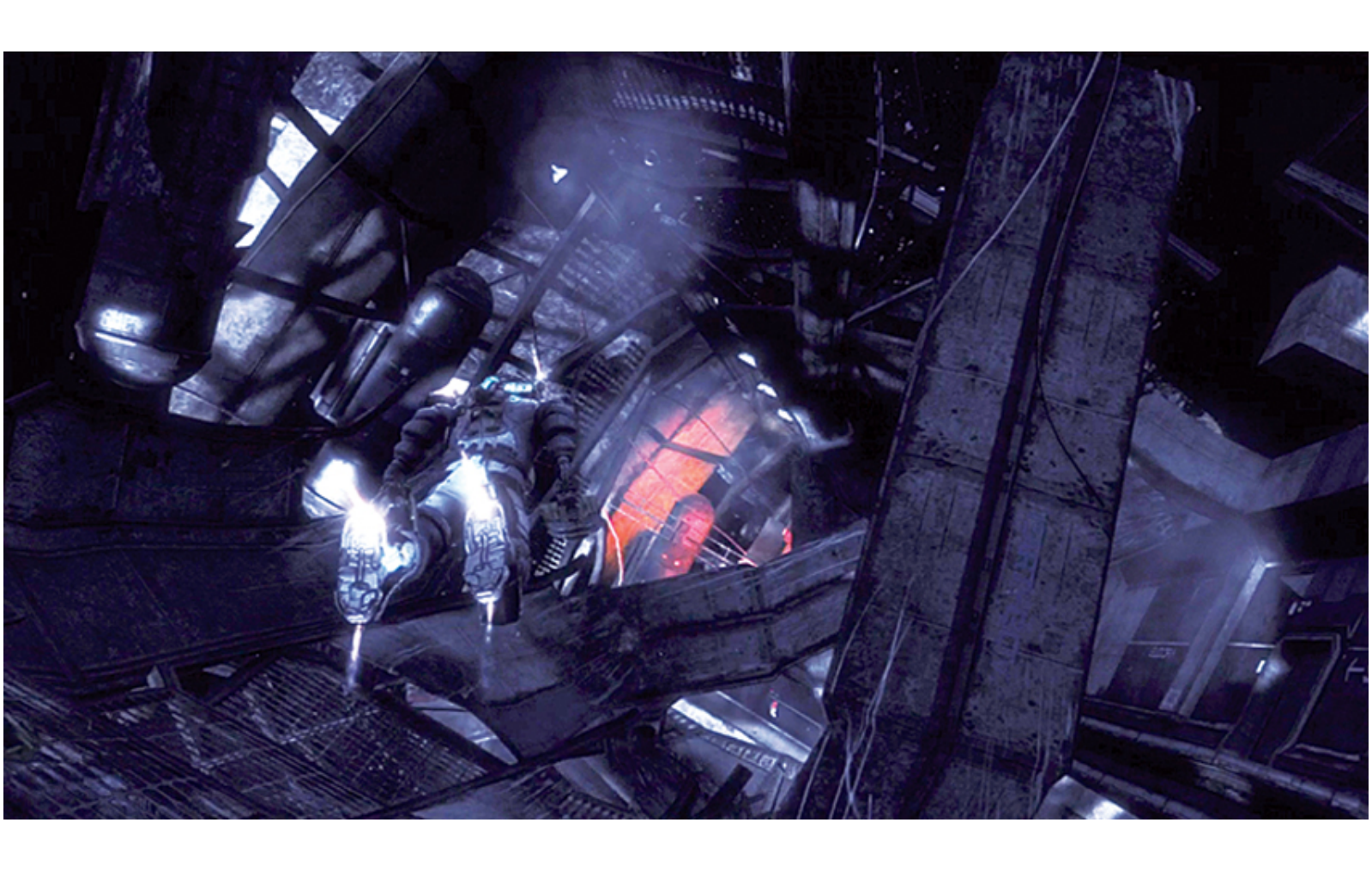
After handing Norton a tool to use to seal off the corridor, you ask Carver where you can get an E.V.A. suit. He points down the corridor you walked earlier to get the artifact. It is good that you already picked up the artifact since you won’t have time to get it now. Move down the corridor to the end.



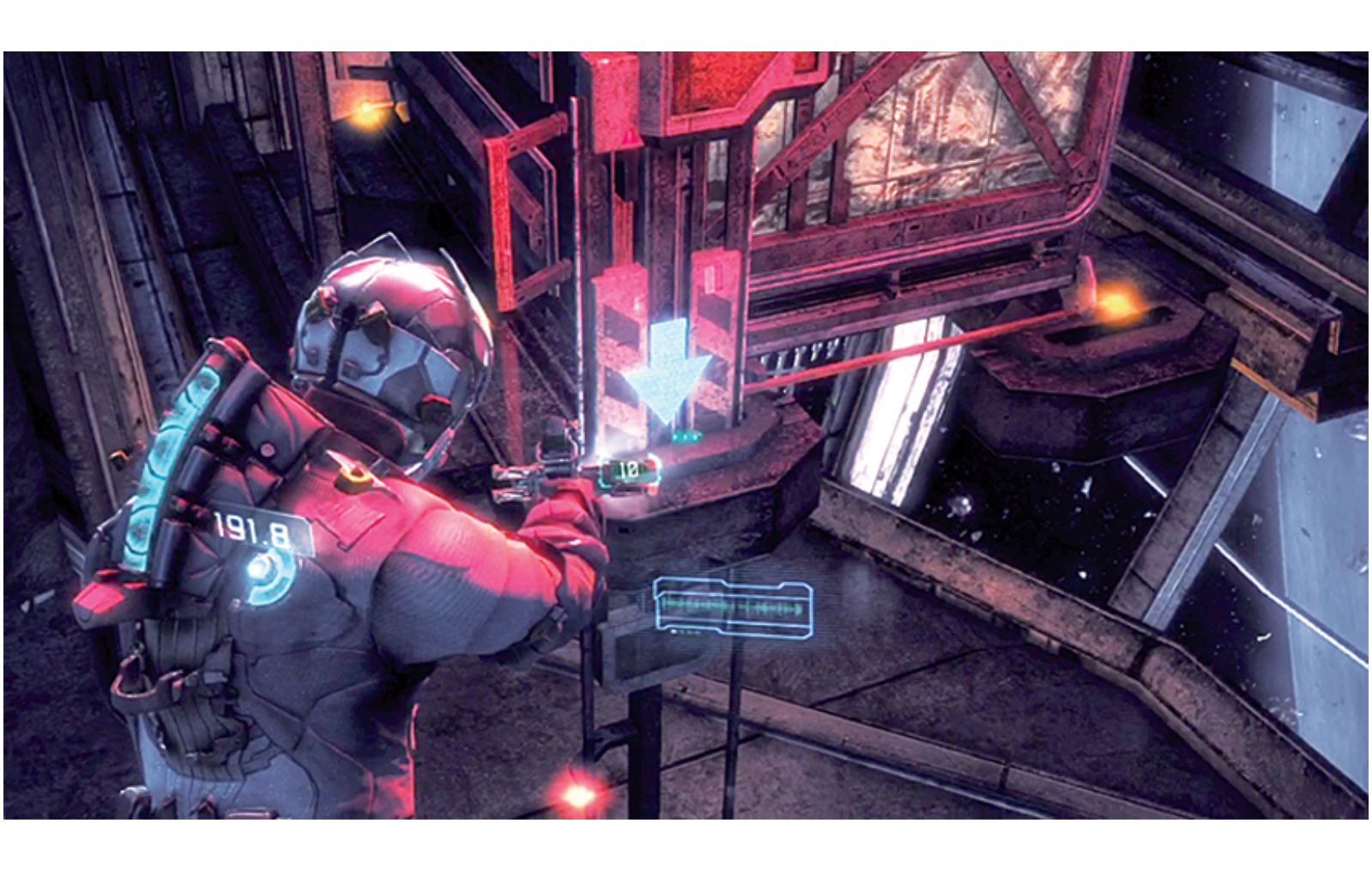
As you are advancing down the corridor, the artificial gravity is disengaged. When it returns, you are walking along the outer wall of the corridor. Keep moving as the glass begins to fracture, and make your way through a doorway before the doors close.



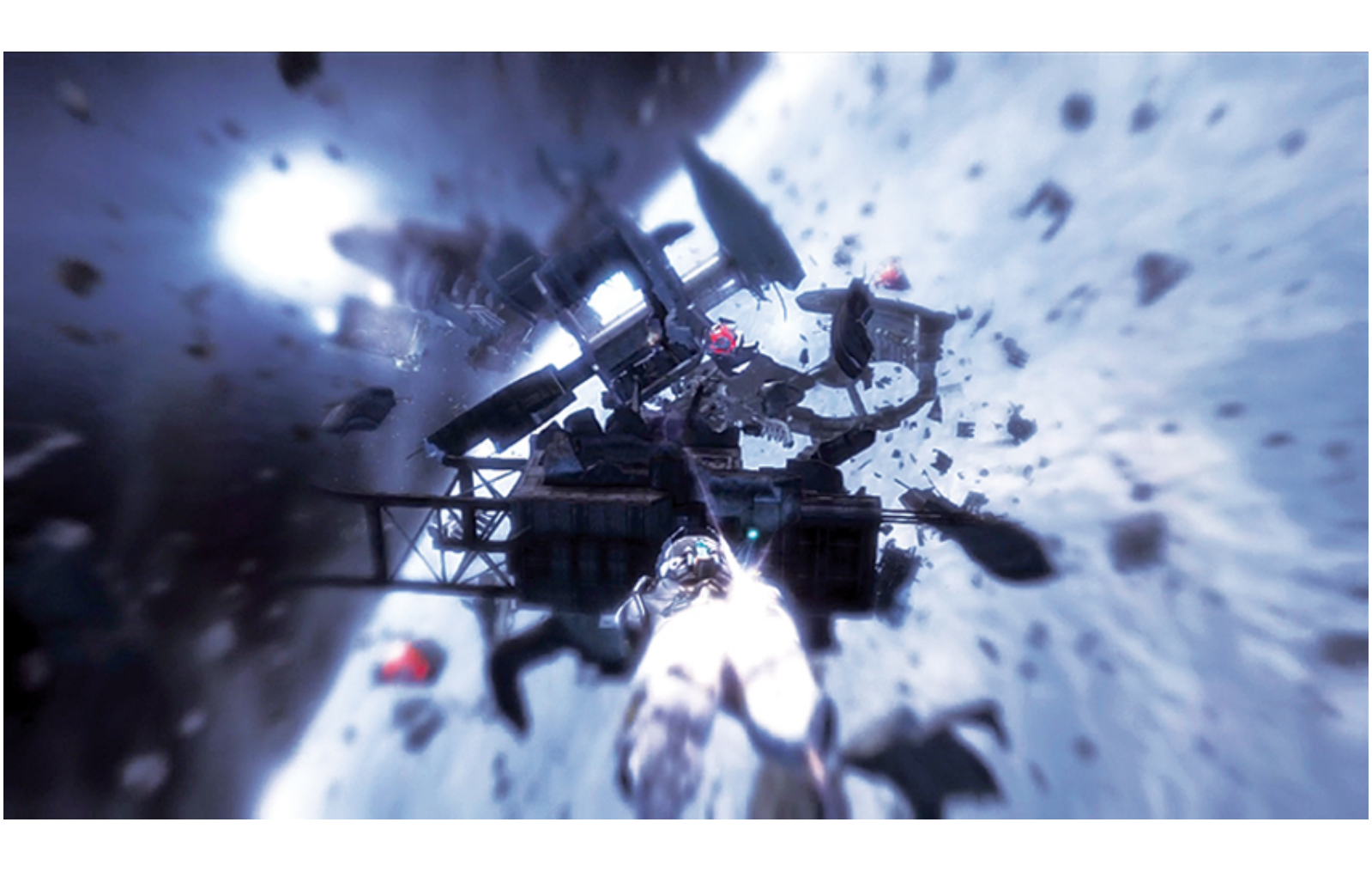
Once you get into the room on the other side of the door, put on the suit so you can survive while working out in space. Just as you are about to get the helmet, the wall of the room blows out and you are sucked out into space. Lucky for you, you are able to grab the helmet and put it on.



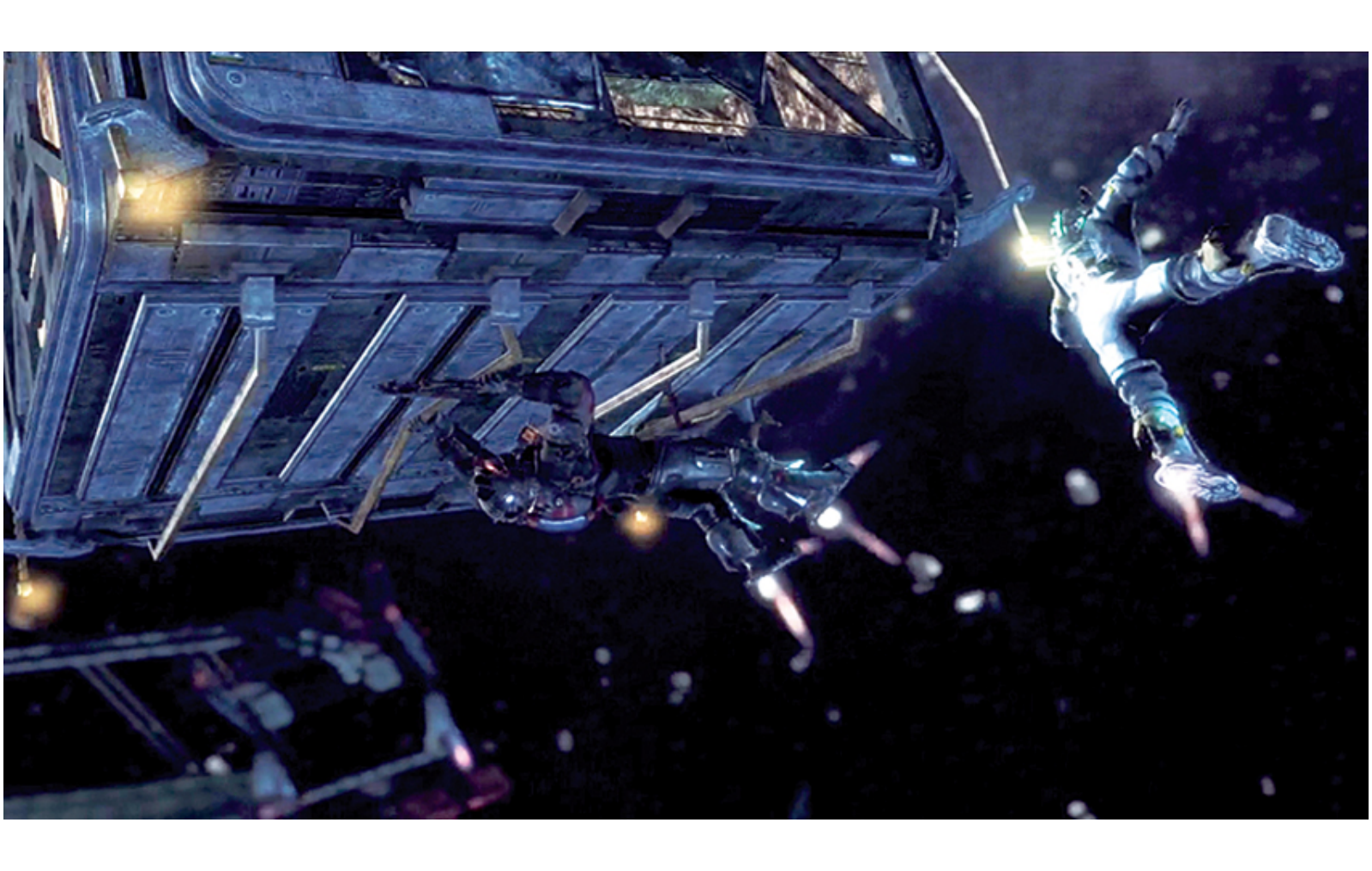
Not only are you in a vacuum with no air, but you’re also floating in space without gravity. Press the boost button to propel yourself. Move through a tunnel-like structure until you get to a pressurized room where the survivors of the Eudora have fled to safety.



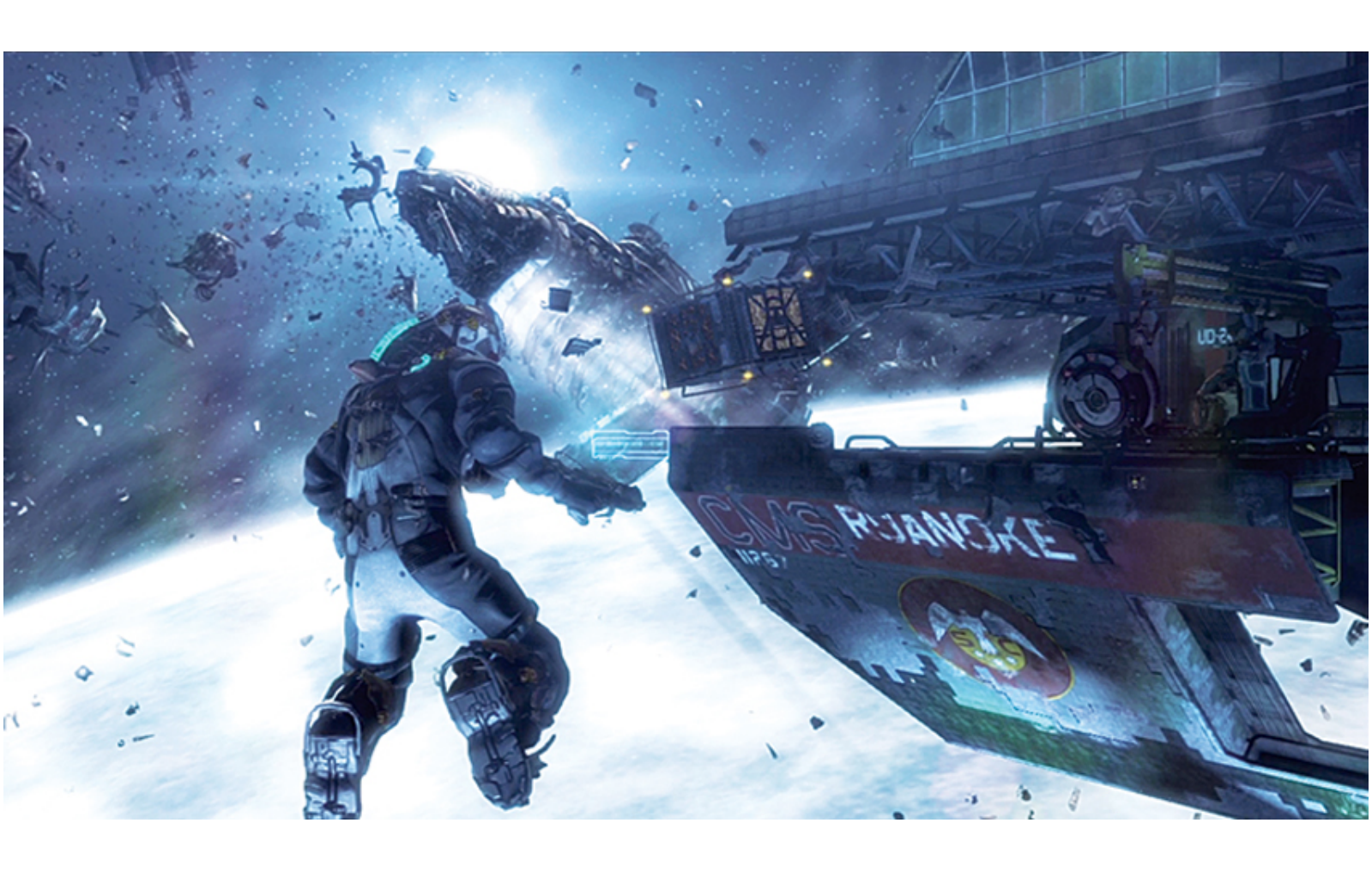
The small room is connected to the ship by clamps. You need to release the clamps so that you can get away from the doomed ship. Take aim with your weapon, then hold down the kinesis button while moving your aim in the direction of the blue arrows on the clamps. Once both clamps are released, move over to the control panel and release the room.

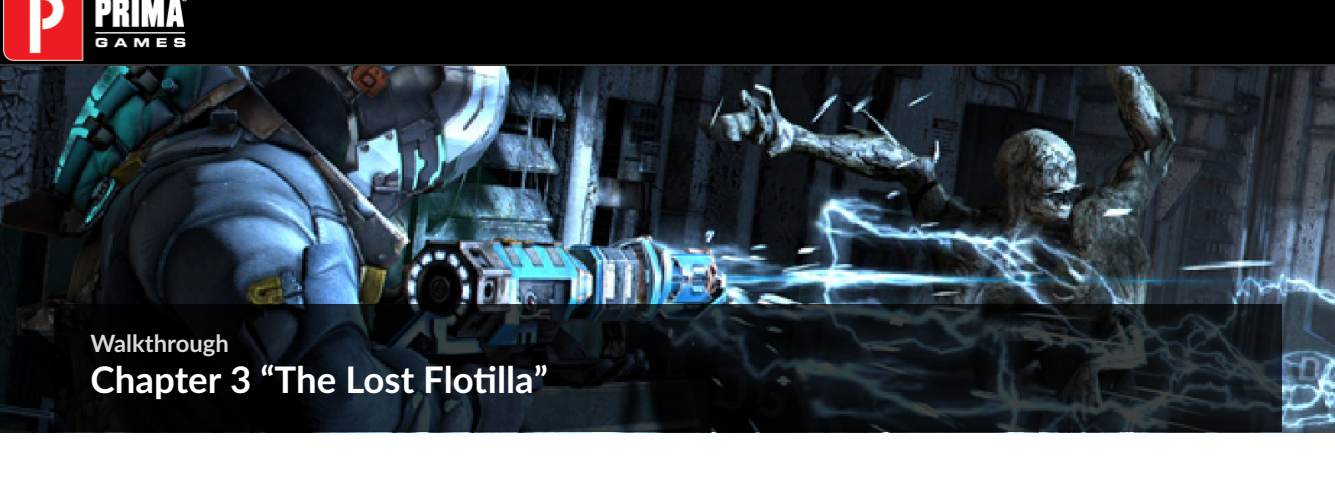


As the room is jettisoned, you grab on and ride it for a while before your grip gives way. Press the boost button to continue following after the room. However, as you progress, you run across mines. Shoot and destroy them before you run into them. You also need to dodge a lot of space debris that drifts into your path.



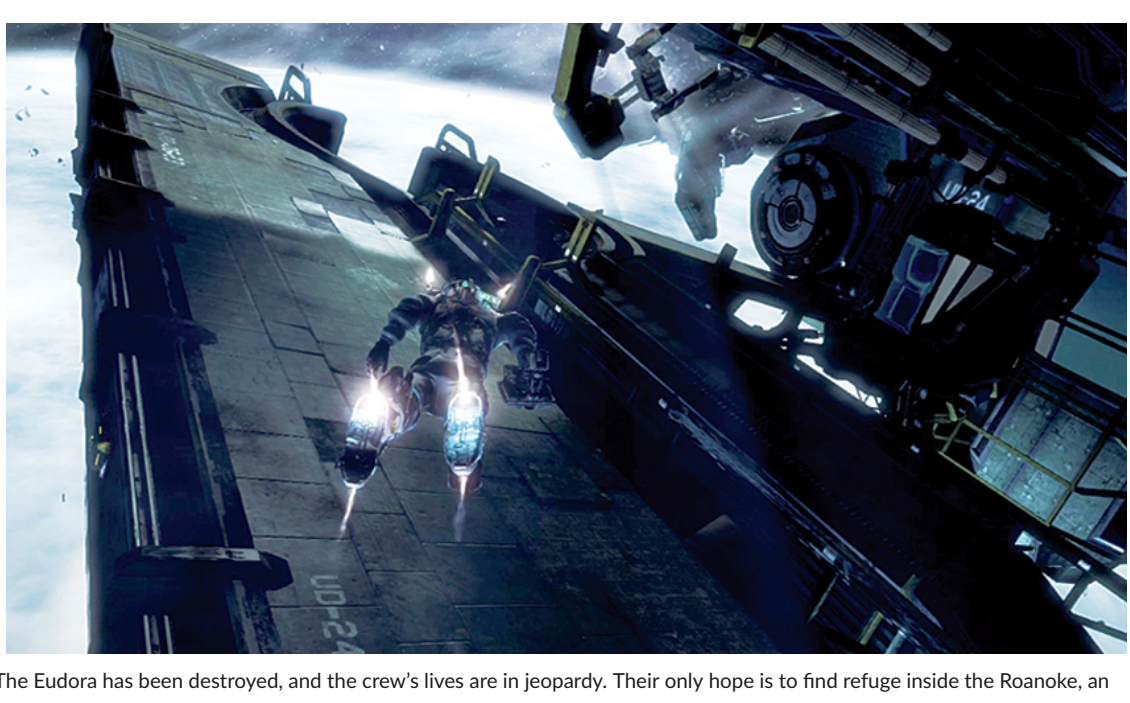
You finally catch up to the room as it crashes through some debris from the destroyed ships. Carver and Norton are also in suits and are trying to guide the room toward the Roanoke where Ellie may be waiting for you to rescue her.





Walkthrough

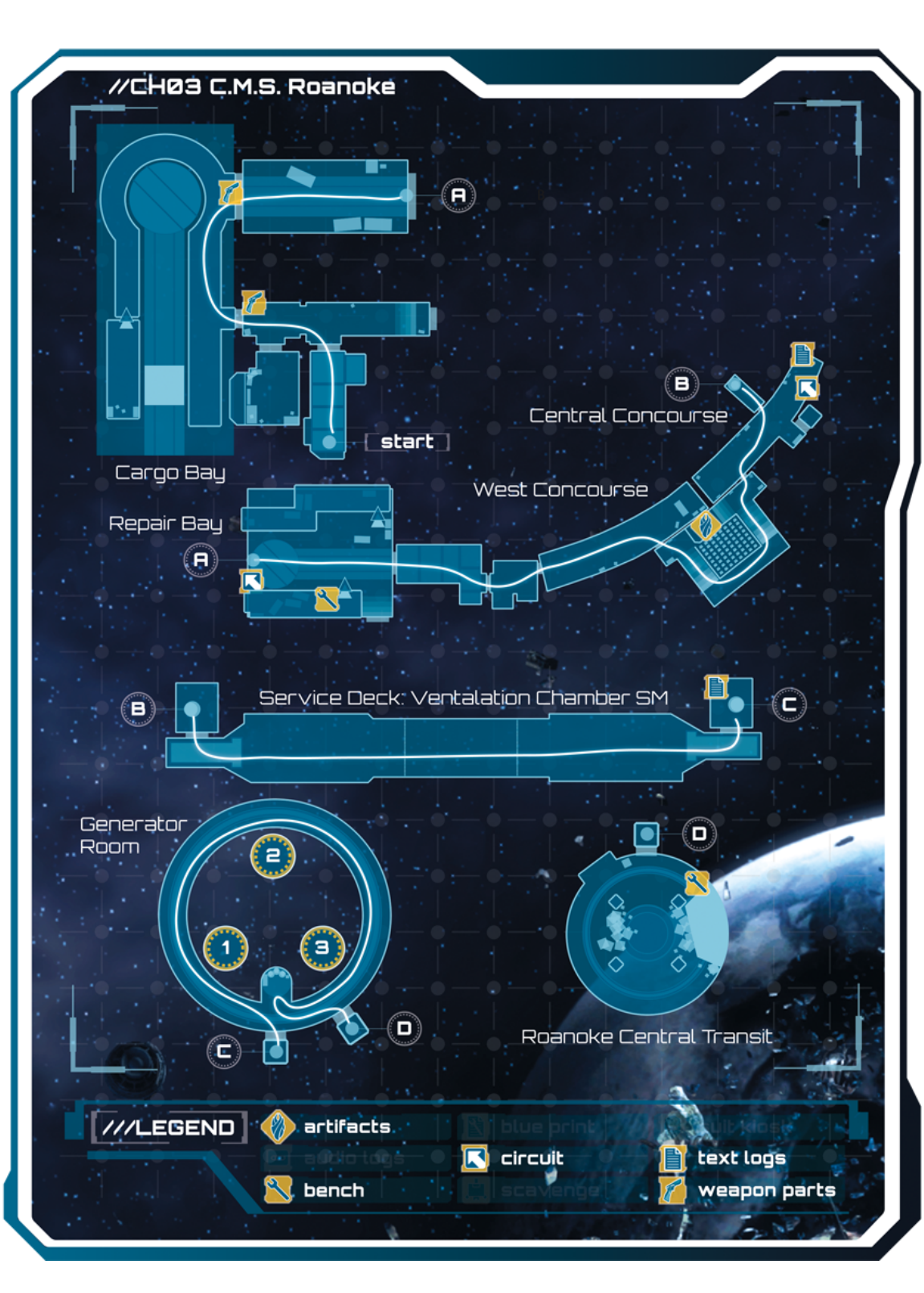
Chapter 3 “The Lost Flotilla”



The Eudora has been destroyed, and the crew’s lives are in jeopardy. Their only hope is to find refuge inside the Roanoke, an ancient S.C.A.F. ship that’s part of a derelict flotilla orbiting Tau Volantis.

Level Stats

- Total Artifacts: 1
- S.C.A.F. Artifacts: 1
- Total Logs: 2
- Text Logs: 2
- Weapon Parts: 2
- Circuits: 2



Click here for interactive maps

Getting Inside the Ship

- Location: CMS Roanoke

Get the Trapped Crew Members to Safety.

Rosen and Locke won’t survive one inside that escape module. There might be enough air inside this old ship to buy them some time, at least until we can plan our next move. I need to get them safely inside somehow.

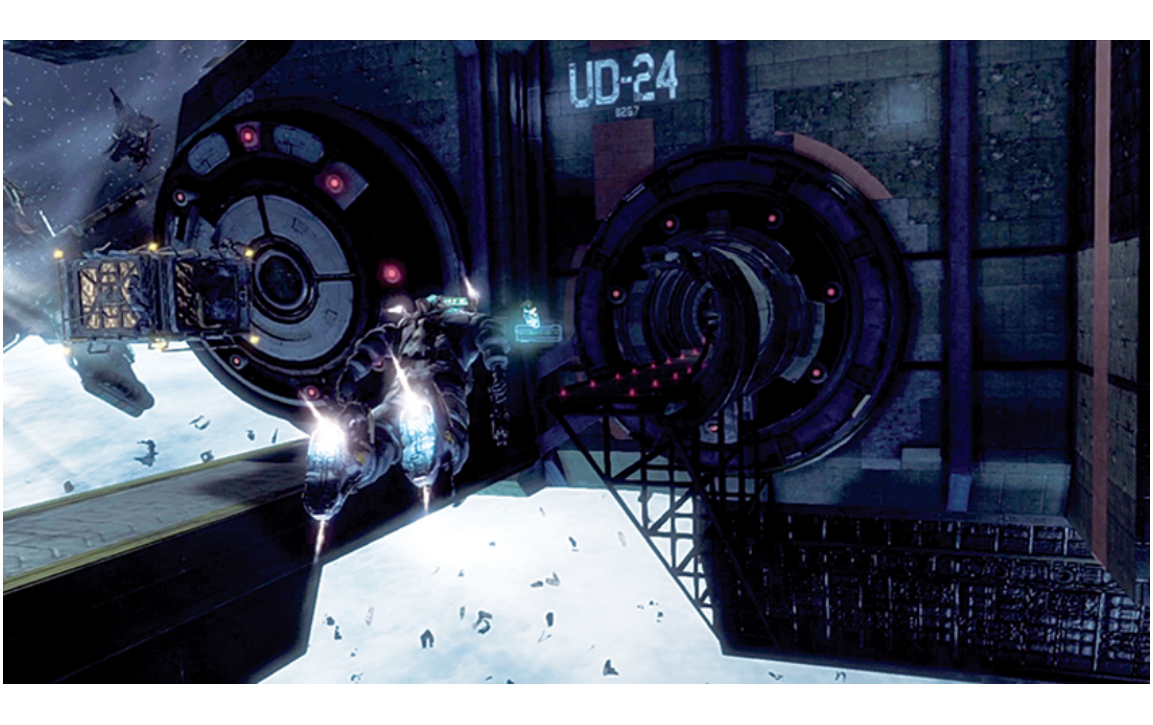
Find a Way into the Ship

These old S.C.A.F. ships are supposed to have manual air locks. When I find one, I can get inside this ship and figure out what to do next.

Your main priority is to get aboard the CMS Roanoke and activate the manual air lock so the escape module can enter the ship. Start off by hitting your boosters and moving toward the docking bays on the large ship.

ISAAC’S LOG

When I was operating out in a vacuum, my RIG would show an air meter. This displays the oxygen level in your suit. If it ever reaches 0, you will die. I always paid close attention to my air meter. It starts beeping when the oxygen level starts to get low. Either get into an air lock or look for either an oxygen station or oxygen tanks. Use kinesis to bring oxygen tanks to you and then press the use button to refill your suit’s air supply. Once used, the tank is empty. Oxygen stations are usually located on platforms and can be used over and over again.



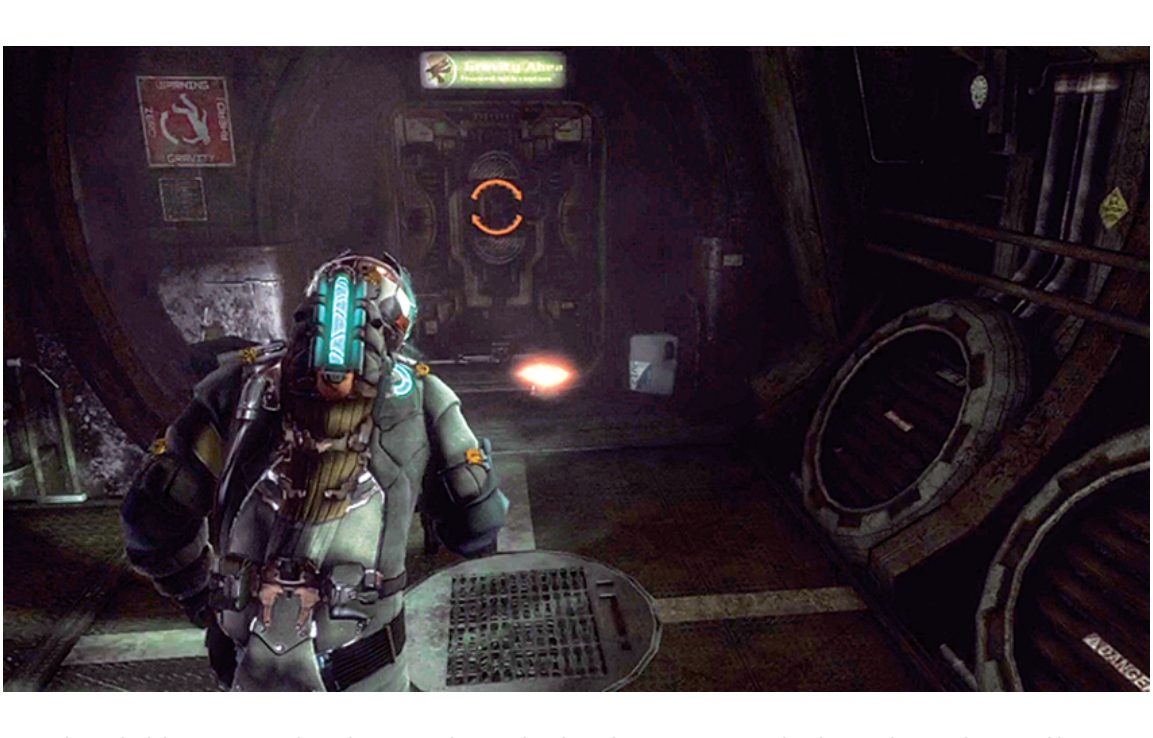
Keep boosting toward the ship. The escape module is waiting near the air lock on the left. You need to go to the air lock on the right. Once you get to the platform, press the launch/land button to engage your magnetic boots so you can walk on the platform. Then walk up to the hatch. Press the kinesis button while aiming at the wheel on the hatch to turn it and open the air lock. Once it is open, move inside and wait for the air lock to match the air pressure with the pressure inside the ship.

Odyssey

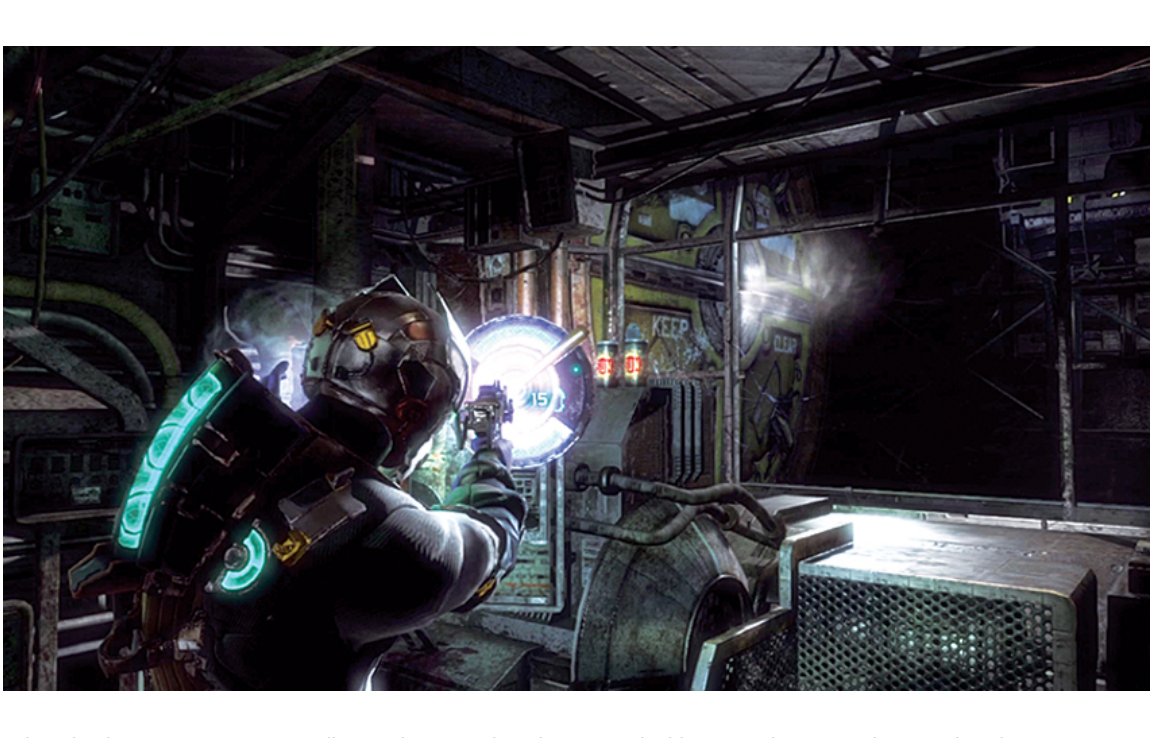
Survive your first spacewalk to earn this award.

Open the Door for the Crew Module

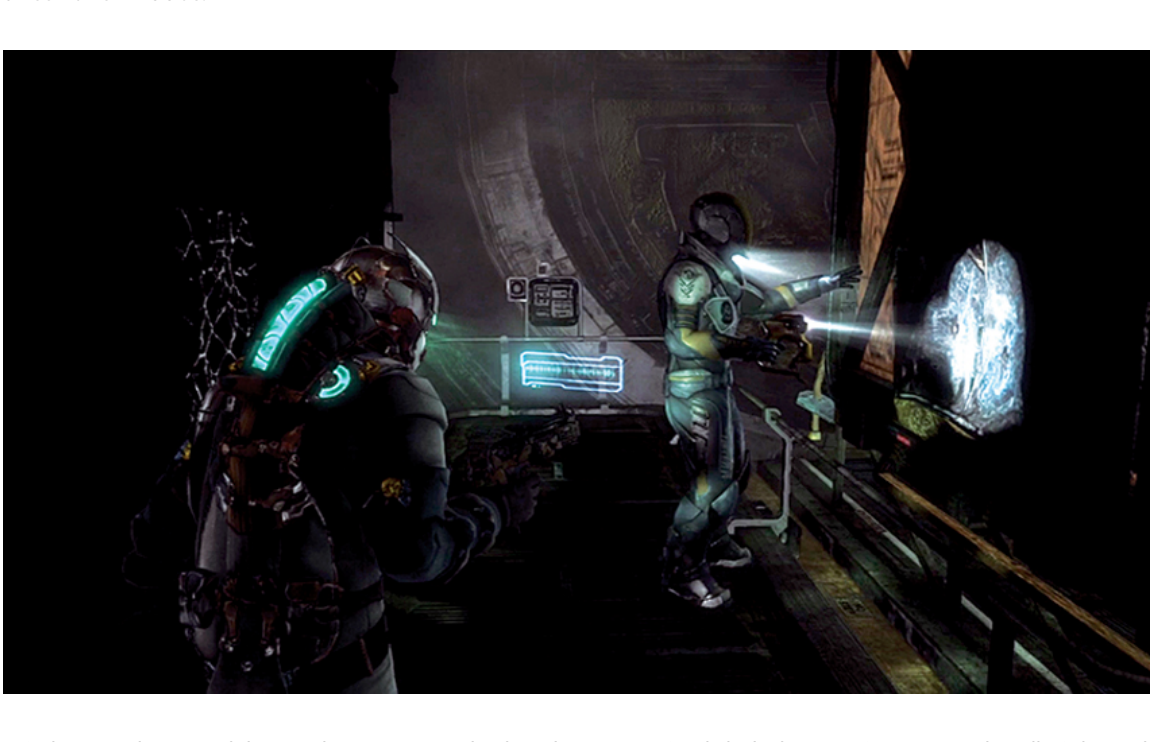
Norton is still outside with the escape module. He seems to be at some kind of cargo door. There must be a way to open it up and get Rosen and Locke safely inside.



Once the air lock has pressurized, use kinesis on the next hatch so that you can enter the ship. Look for pick-ups and be sure to get the heavy standard frame weapon part near the locked door on the left. It will come in handy later. Then, using your kinesis ability, open the door to the left of the locked door.



When the door is open, enter a small control room and use kinesis on the blue controls to open the cargo bay doors. Norton and Carver will guide the module into the cargo bay. Norton then tells you to meet him at the door to the cargo bay. He can unlock it from his side.



Exit the control room and then use kinesis to open the door that was previously locked. Norton informs you that Ellie is located somewhere deeper in the ship. While he works on getting Rosen and Locke out of the module, you need to go and find Ellie.

Rescue Ellie

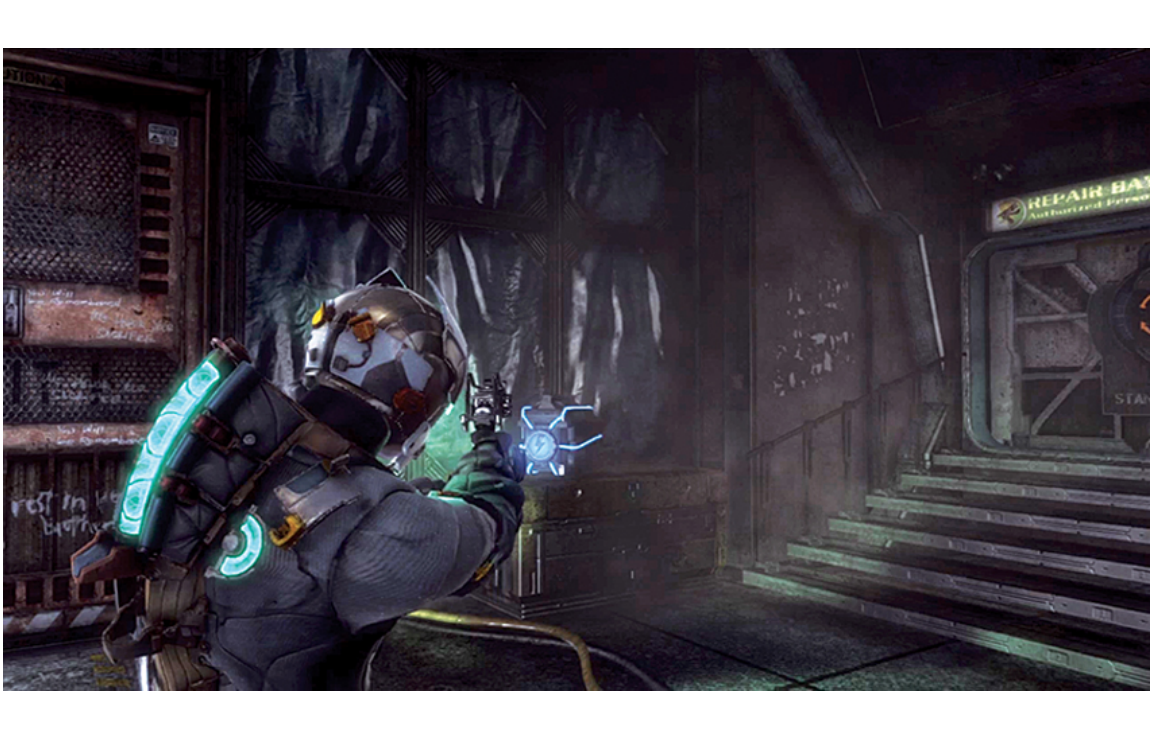
Reach the Command Saucer

If this S.O.S. beacon really is from Ellie, then we must be getting closer. My locator is tuned to the source of the transmission, which seems to be coming from the command saucer of the Roanoke.

Move to the opposite end of the cargo bay where a large door leads into the rear of the ship. Before opening the door, pick up the Tesla core weapon part so that you can use it for upgrading or creating a new weapon. Open the door using kinesis and then advance into a corridor. Open the door at the corridor’s other end and then enter the repair bay.

UPGRADE CIRCUIT
Pick Up

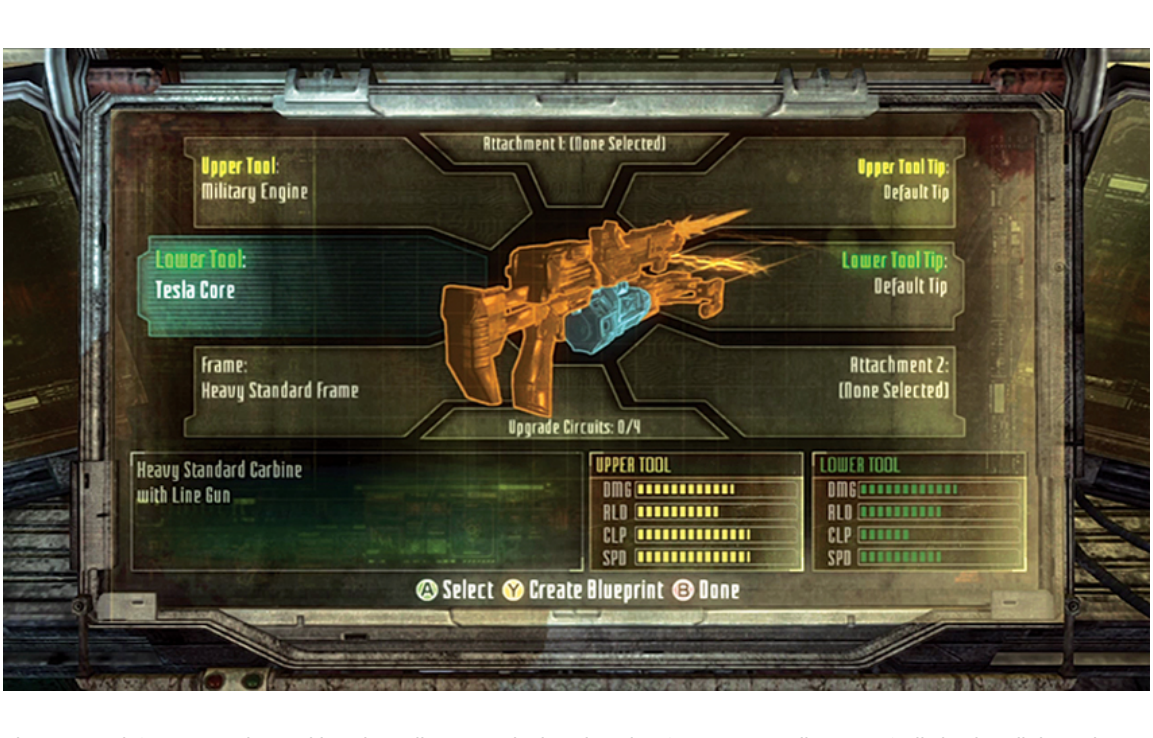
Turn to the right and open a circuit box to get a +1 Reload circuit. Then climb up the ladder on the right side. The catwalk at the top of the ladder has a couple of containers that you can stomp to get pick-ups.



The bulkhead door leading farther into the ship has been locked for quarantine. To override the lock, you must power up the door. Locate a power cell near the door. Aim at it and hold down the kinesis button. Now move the power cell into the slot to the right of the workbench to power up the repair bay.

Optional Quest: Craft a Weapon

With the right tools, I could construct a weapon. I could even craft new parts from all these resources I’ve been finding. The engineering bench would be a great place to put these pieces together.



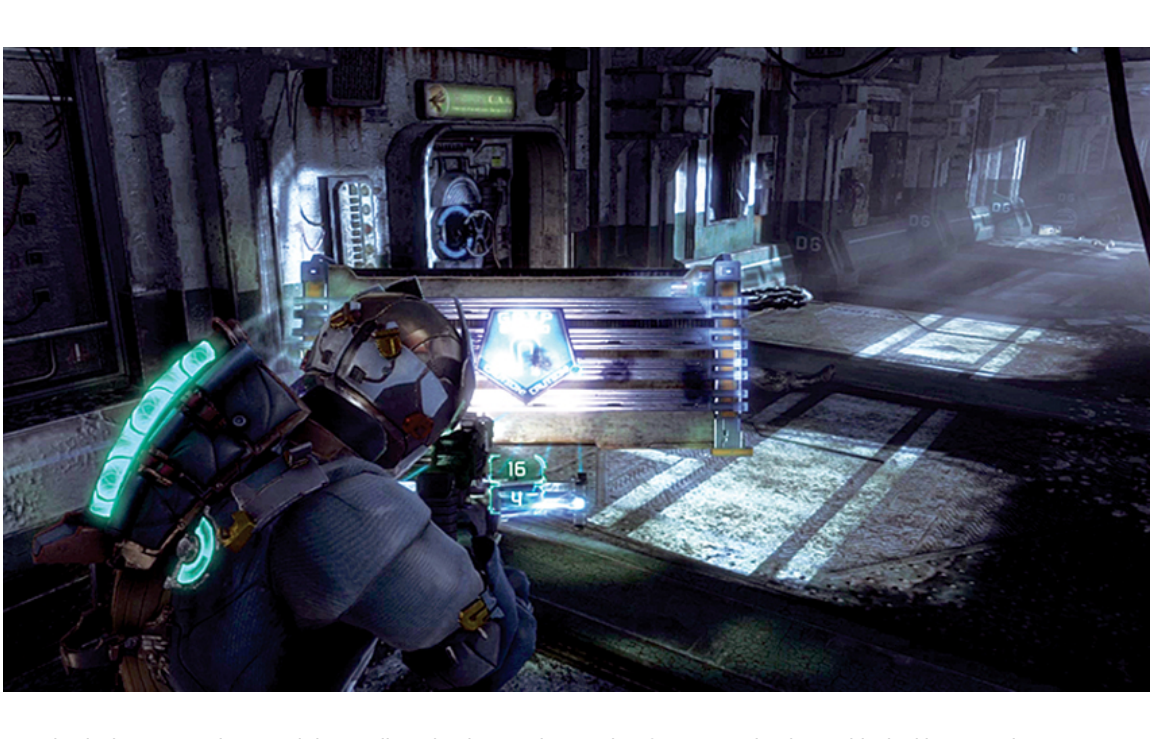
This is a good time to use the workbench. Walk over to the bench and activate it. You will automatically load in all the pick-ups you have collected as well as the two weapon parts. It is a good idea to upgrade your submachine gun to make it more powerful. Start off by changing the frame to the heavy standard frame. Then add the Tesla core to the lower tool slot. You can also insert the circuit you found into either the upper or lower slot to decrease the amount of time it takes to reload the weapon. Once you are finished, you have upgraded your submachine gun to a heavy standard carbine with a line gun.

ISAAC’S LOG

When I reached the first bench, I went right to work upgrading my weapons. Since I was expecting to fight a lot of Necromorphs, I added a line gun to the bottom of the submachine gun. By pressing the secondary fire button, I could fire the line gun, which launched a wide, horizontal blast of energy. By aiming at enemy legs or tentacles, the line gun could sever several appendages at once. The primary fire button fired the carbine. The downside of the line gun is that it takes longer than the plasma cutter to recharge before firing a subsequent shot.

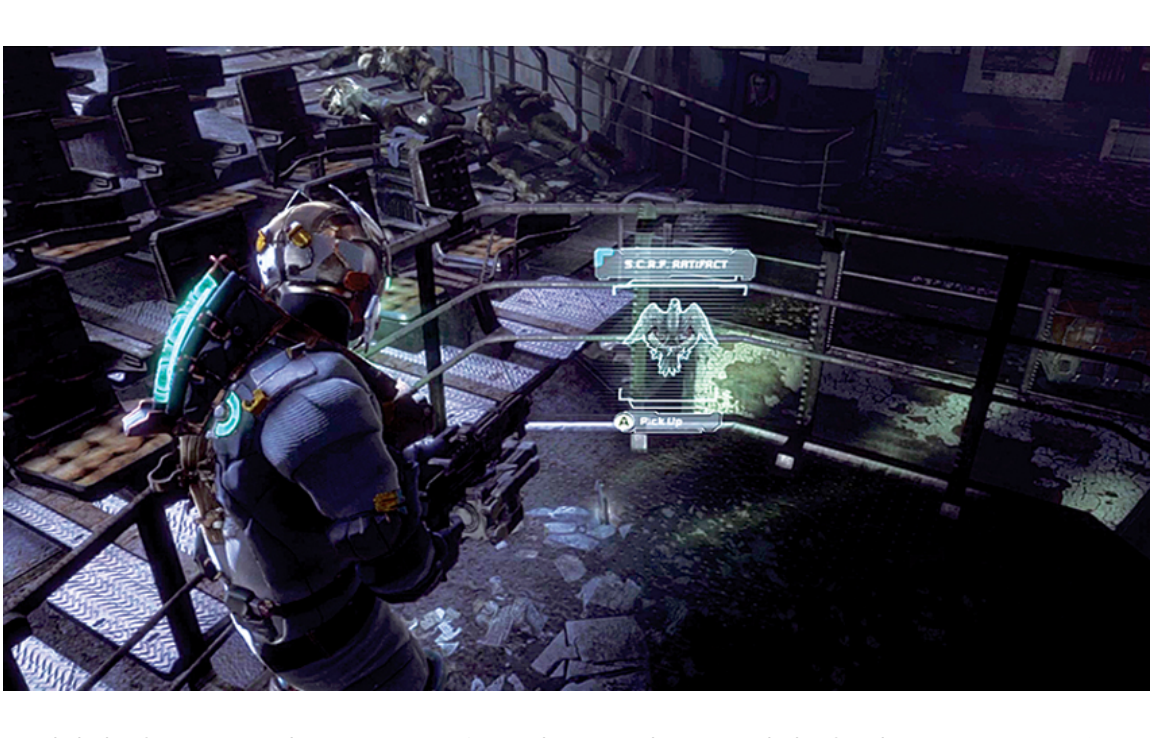
After upgrading your weapon, move to the bulkhead door. It is not unlocked, so activate it to open the door. Continue advancing; open two smaller doors with your kinesis to finally get to the west concourse. So far, you have not encountered any Necromorphs. However, that is about to change.

Stop as soon as you walk through the doorway. There are three Slashers in the concourse, hanging from the ceiling. Don’t fire at them while they are hanging—you can’t damage them. However, once they drop to the ground, open fire with the line gun. Aim at the bottom of their torso where the legs attach to the body to get the best results. When you need to reload, switch to the plasma cutter or open fire with the submachine gun part of the weapon. Once all of the Slashers are dead, stomp on the corpses for pick-ups and be sure to reload all of your weapons.



Search a locker for a pick-up, and then walk to the door of the A.G. briefing room. The door is blocked by a couple of crates. Use kinesis to pick up and move the crates to clear the door. Then use kinesis to turn the wheel and open the door.

Enter the briefing room and search the lockers near the door. To get to the other side of the room, you have to climb the stairs to the back of the room, move to the left, and then climb down another flight of stairs to get back to the front of the room. Before you do that, you must deal with three more Slashers. One is hanging from the ceiling near the top of the stairs. Fire a round from the submachine gun to wake it up, then use the line gun to kill this slasher and the other two who come at you. All three come down the stairs, so just stay at the bottom and engage them.



Search the briefing room for pick-ups. A S.C.A.F. artifact at the front of the room on the briefing platform. Be sure to get it for your collection before leaving this room through the door on the far side of the room. You need to use kinesis to open the door that leads out into the central concourse.

//S.C.A.F. Artifact 2

From: Adm. Marjorie Graves
To: Cms Roanoke All Hands

I’d like to thank each and every crew member for taking part in this historic expedition. Never has there been a more worthy cause nor more dire circumstances than those we face today.

While most of you aren’t cleared to view the full details of this mission, know this: Our hopes and dreams for a future are at stake. The fate of the Colonies rests in your capable hands.

As you exit into the concourse, turn to the right and be ready to fight. Three Slashers drop down from the ceiling. Use the same tactics as before. Once they are dead, collect pick-ups from the corpses as well as the locker on the wall.

Walk to the far end of the concourse. There is a circuit box where you can get a +1 Rate of Fire circuit. Continue to the bulkhead door at the end of the concourse to find a text log. Once you have it, then back track to a door on the right side with a blue control that leads to the service deck. Watch out for another Slasher that tries to sneak up behind you after crawling out of an air duct.

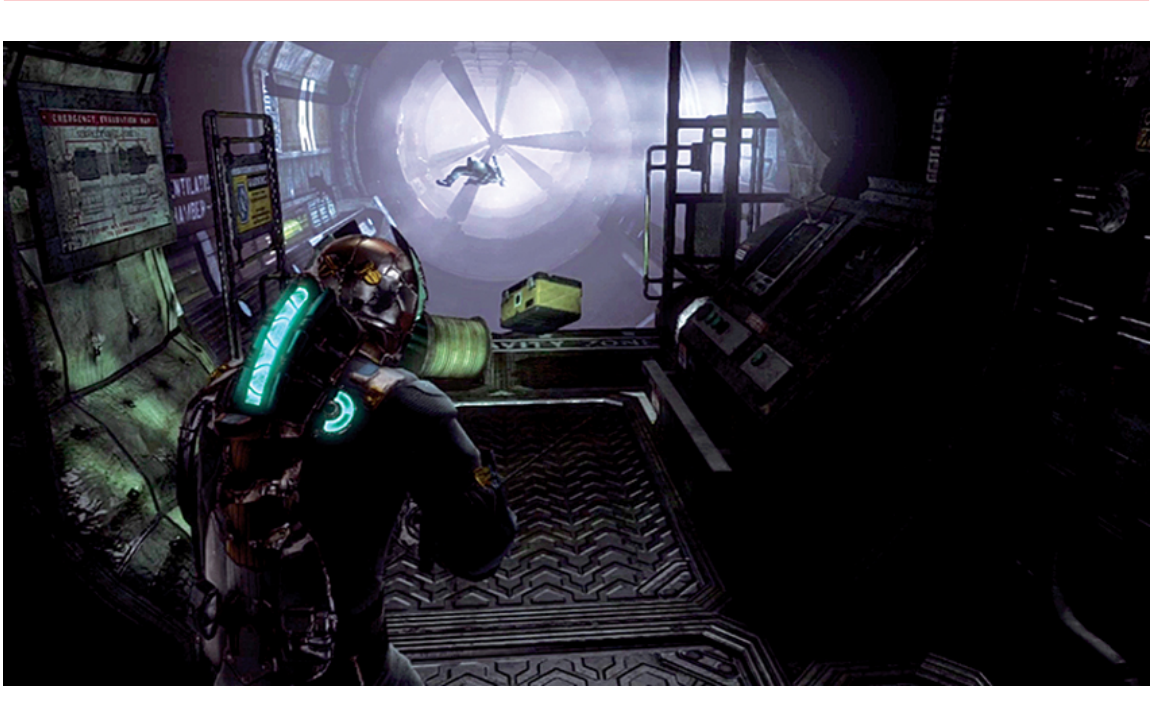
//Text Log “Silent as the Graves”

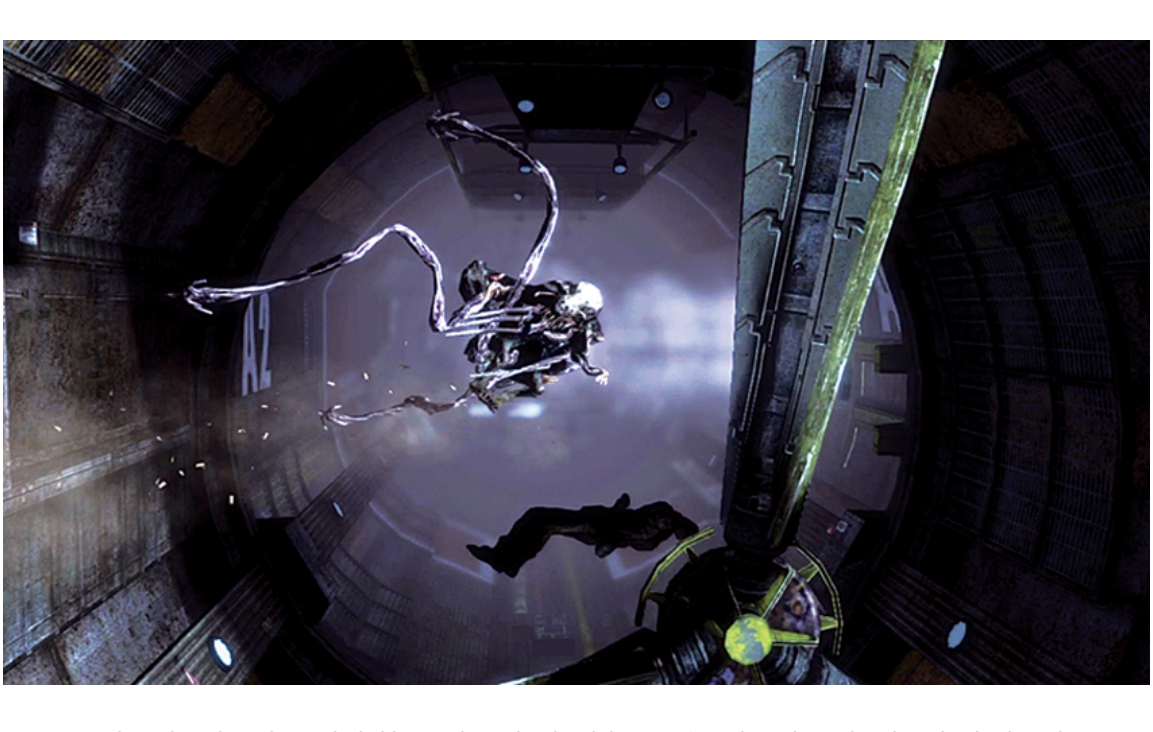
S.C.A.F.-ISC-31294 CMS-ROANOKE.

Notice to All Officers: Effective immediately, Admiral Marjorie Graves is confined to quarters until further notice. Post a guard around the clock to monitor her activities. Under no circumstances is anyone to talk to her. Fleet command now rests with me. Reroute all requests through planetside channels.

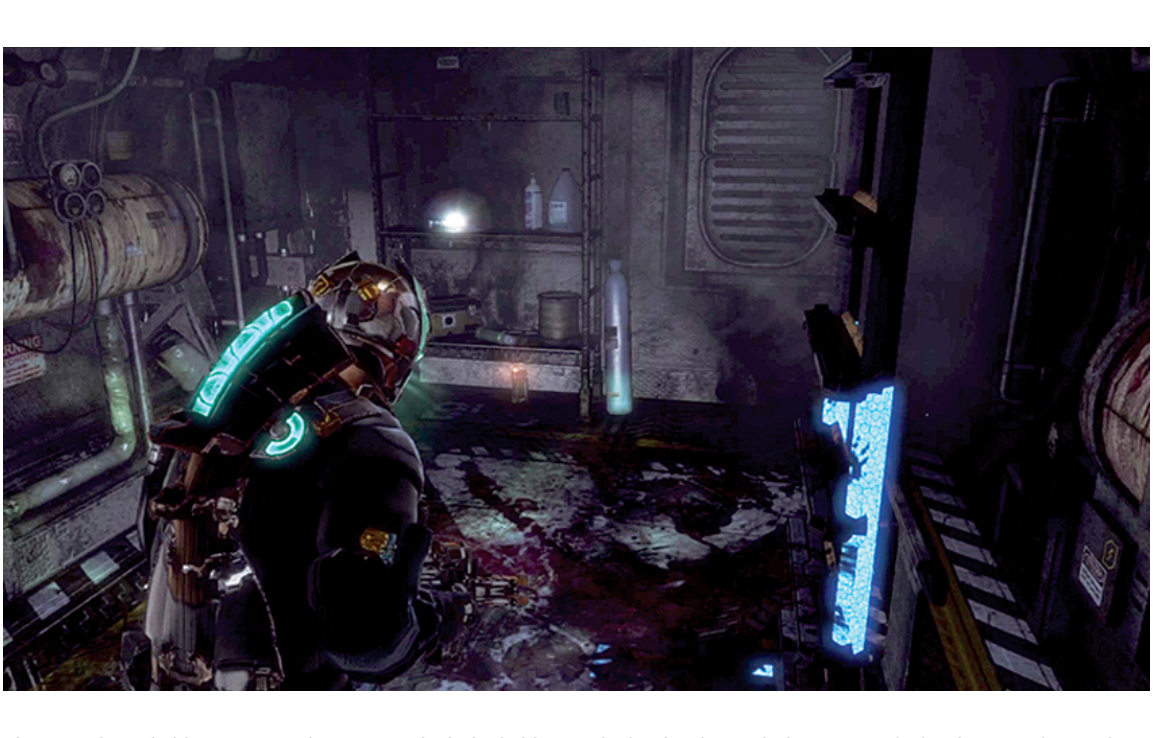
Major General Spencer Mahad

S.C.A.F.-MPI-0904-1594





After going through to door, descend a ladder to a lower level and then continue through another door that leads to the service deck, which is a crossover tube connecting two parts of the ship. This area has zero gravity. You begin walking on a platform at one end of the tube. Press the launch/land button to release your magnetic boots so that you can float. As you begin moving through the tube, several Lurkers enter the area from air ducts. These Necromorphs attach them selves to a wall or side of the tube and then extend three tentacles that fire projectiles. Use your plasma cutter to shoot off the tentacles to kill these creatures. Then continue to the far end of the tube. Land on the platform and then use kinesis to open the door to the power generator access area.

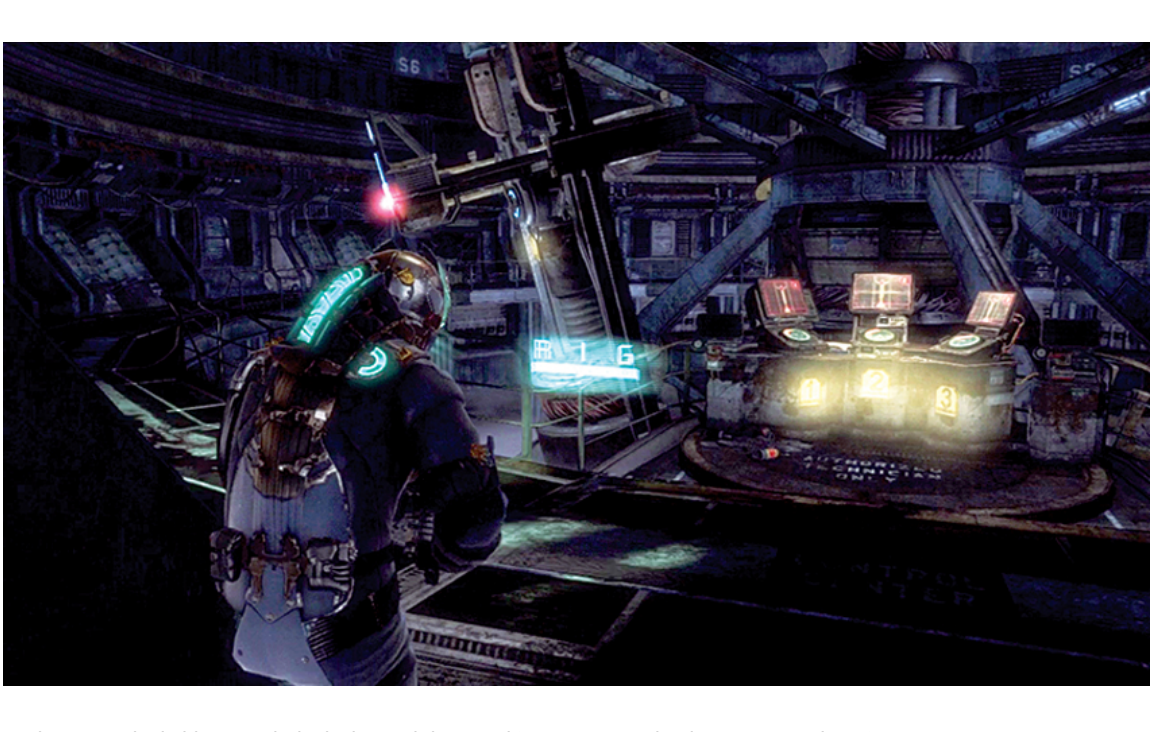


This room has a ladder. However, before you climb the ladder to a higher level, search the room to find pick-ups and a text log. Read it as you add it to your collection, then head up the ladder.

//Text Log “Man’s Best Friend”

Attn: Gen S. Mahad
From: Capt A. Belknap

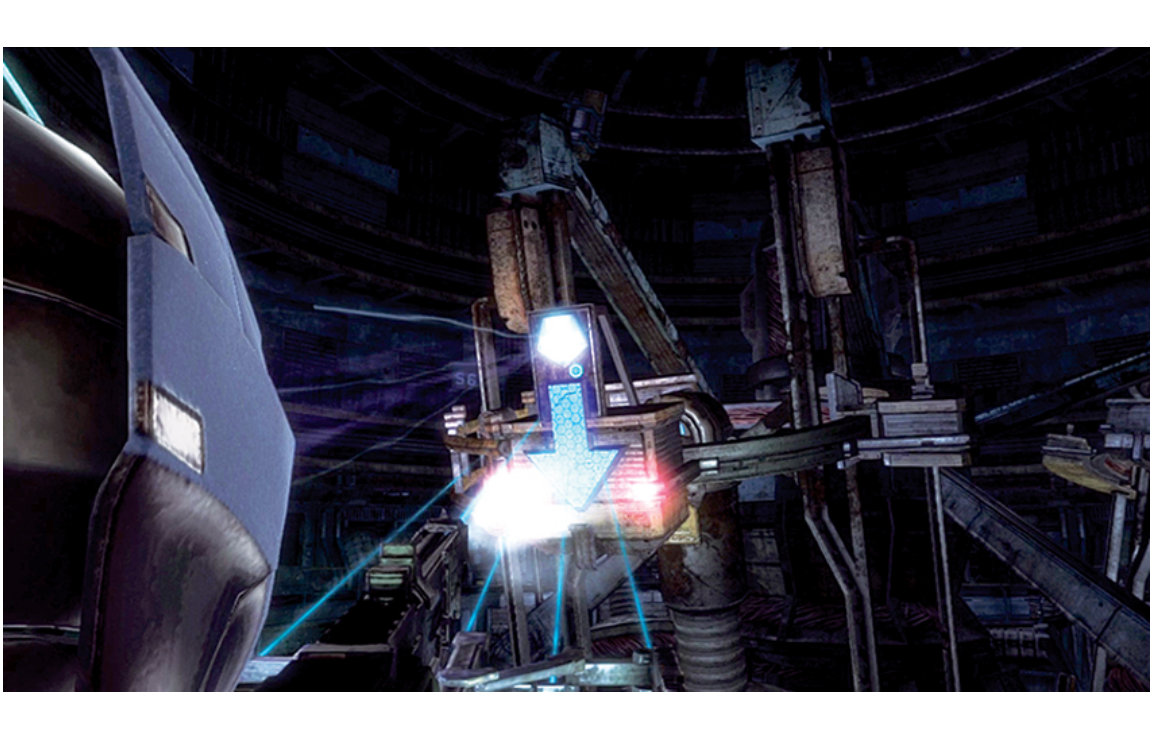
My apologies for the excessive noise, sir, but there’s not much I can do short of sedating the entire canine unit. The dogs began acting up the moment we went into orbit. Several have tried to claw their way out of their cages, ripping their paws apart in the process. I’d like to request sending them down to the planet sooner rather than later. It will be good for them to stretch their legs. Dogs are a lot like people and being cooped up for so long would make anyone stir-crazy.

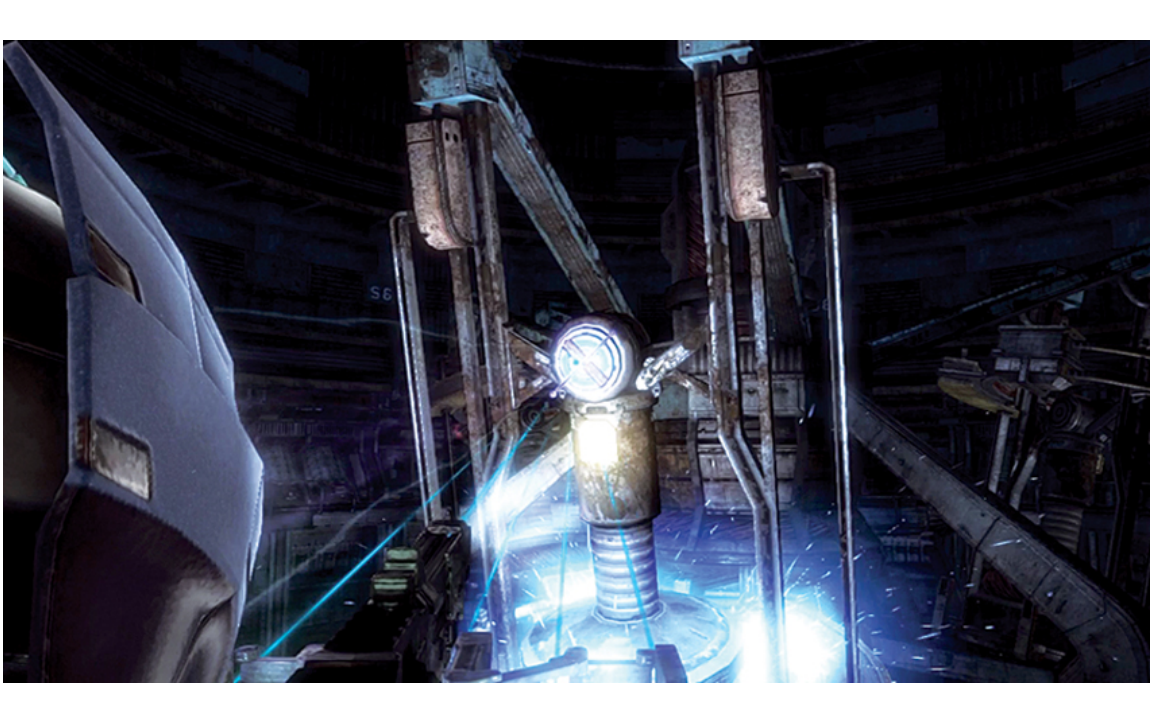


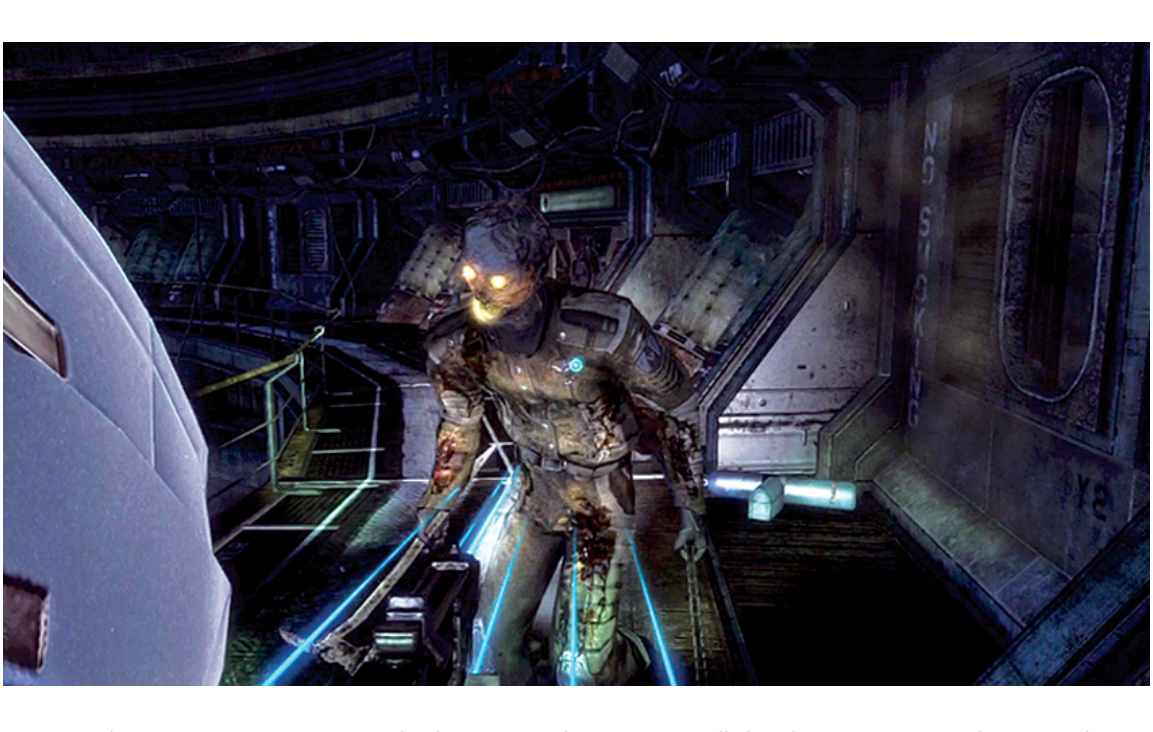
At the top of the ladder, search the locker and then use kinesis to open the door to get to the primary generator room. You need to restart the generator to get power to more parts of the ship.

Restore Power to the Ship

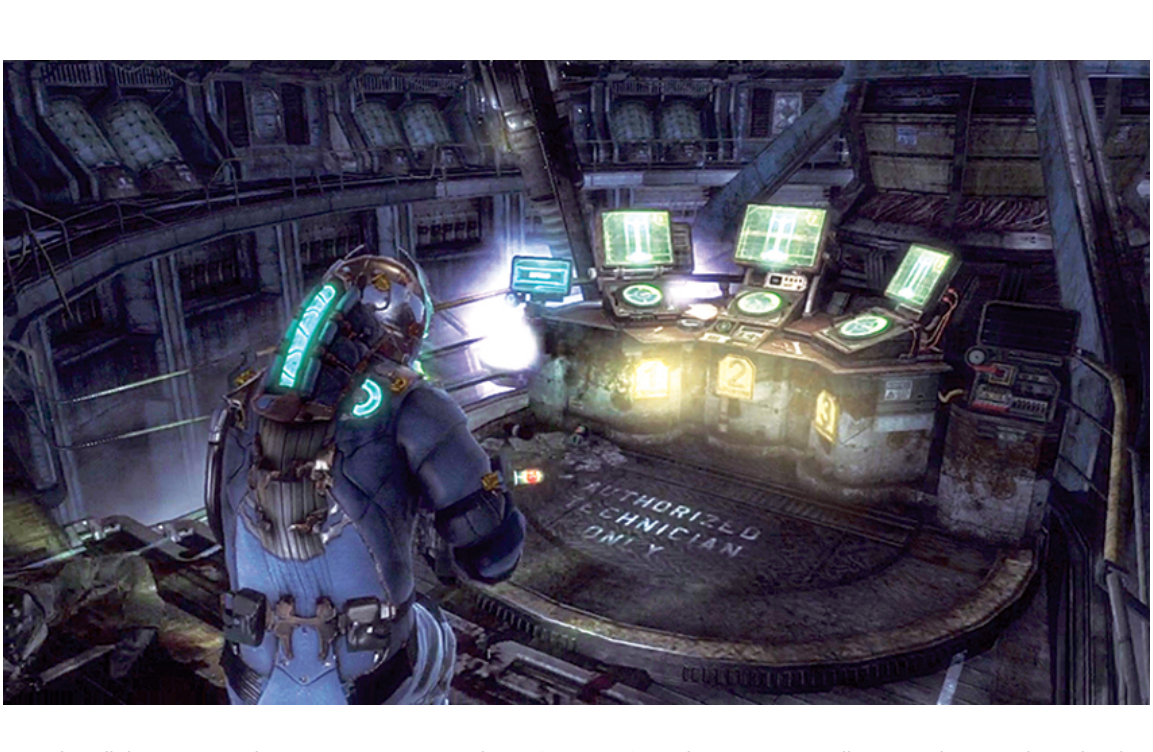
This looks like the main generator for the Roanoke. Once I turn it on, it should provide power to the elevators and crossover tubes throughout the ship.







To turn on the generator, you must engage the three parts of the generator. Walk directly in front of one of the parts and use kinesis to lower the part with the blue arrow on it. Once it locks down into place, release the kinesis. Now take aim at the round, blue control and use kinesis on it. Keep pressing the kinesis button to turn this control until it is fully engaged. As soon as the first part of the generator is going, be ready to take on three Wasters who come at you from two different directions. Once they are all dead, engage the second part of the generator and then the third part. Be ready to deal with more wasters.

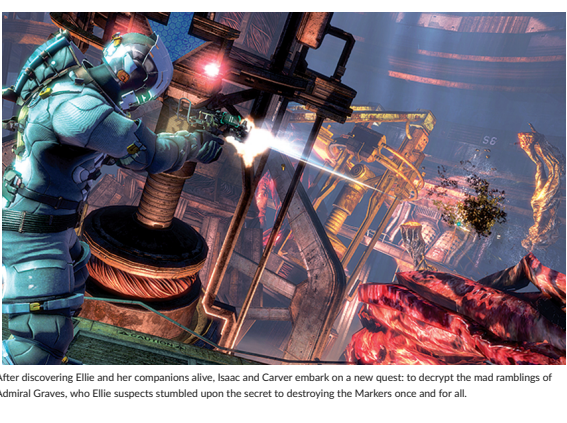


Now that all three parts of the generator are engaged, it is time to activate the generator. Walk over to the control panel and use the console to activate the device and power up the ship. Your efforts have brought some Lurkers into the area. They climb up on the walls and fire projectiles at you. Use the plasma cutter to sever their tentacles and clear out this area. Or you can just rush to the elevator to get out of the generator area.

The elevator takes you up to the command saucer where Ellie and two other people are waiting for you to rescue them. Norton arrives at the same time. Ellie informs you that the Admiral who was aboard the Roanoke knew something about the Markers. It looks like you have another task to complete.

Walkthrough

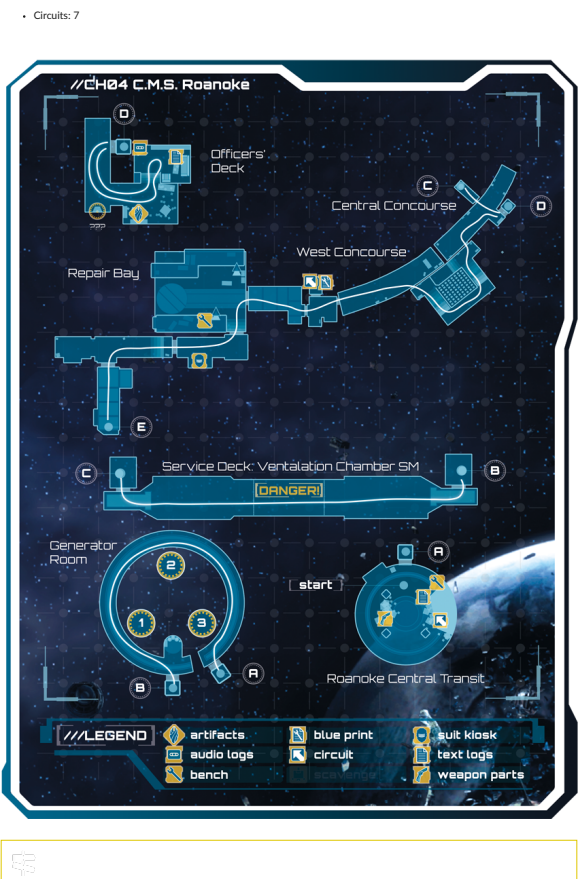
Chapter 4 “History’s Ember”



After discovering Ellie and her companions alive, Isaac and Carver embark on a new quest: to decrypt the mad ramblings of Admiral Graves, who Ellie suspects stumbled upon the secret to destroying the Markers once and for all.

Level Stats

- Optional Quests: 2
- Optional Quest: CMS Greely
- Co-op Quest: CMS Brusilov
- Total Artifacts: 6
- EarthGov Artifacts: 2
- S.C.A.F. Artifacts: 3
- Alien Artifacts: 1
- Total Logs: 8
- Text Logs: 5
- Audio Logs: 3
- Weapon Parts: 11
- Blueprints: 1
- Circuits: 7

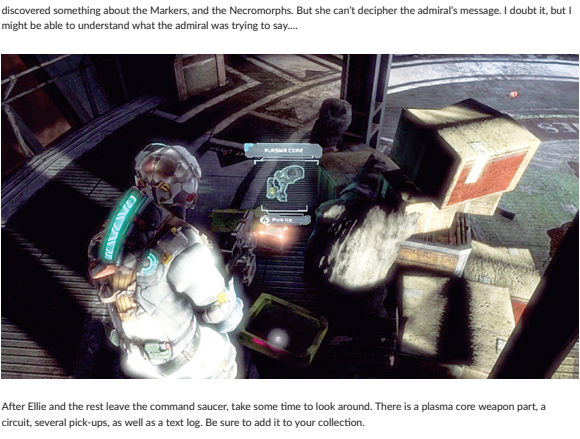


Click here for interactive maps

Admiral’s Quarters CMS Roanoke

Decipher the messages in the Admiral’s Quarters

Ellie’s search brought her all the way out here, to this derelict ship in the middle of nowhere. She claims the admiral had discovered something about the Markers, and the Necromorphs. But she can’t decipher the admiral’s message. I doubt it, but I might be able to understand what the admiral was trying to say....



After Ellie and the rest leave the command saucer, take some time to look around. There is a plasma core weapon part, a circuit, several pick-ups, as well as a text log. Be sure to add it to your collection.

//Text Log “Personal Log: Ellie Langford”

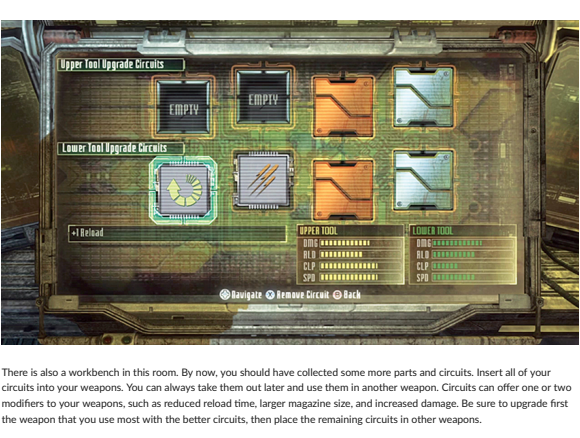
The system is extremely remote, beyond even the most distant settlement. It was a terrible risk shocking in blind as we did but we had no other choice. If we want any hope of stopping this Marker epidemic, we have to follow their signals—we have to find the source.

Santos has deployed a shockbeacon for the Eudora to follow and we are now headed into a cluster of debris in orbit—possibly the remains of an ancient fleet.

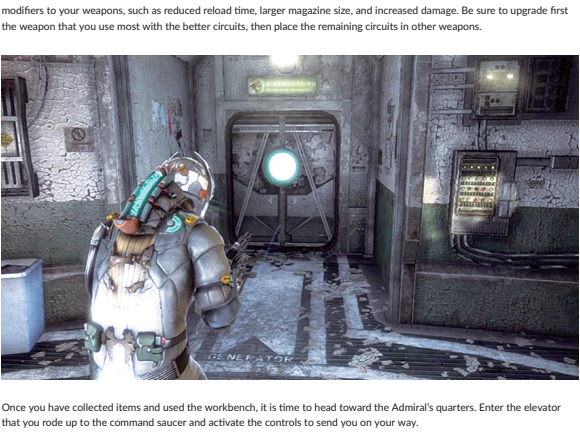
As we closed in to investigate, our ship was attacked by automated mines. We jettisoned into the debris field and managed to stow aboard a fairly intact ship, the CMS Roanoke. There’s no power but there is air trapped within these walls. I removed a piece of shrapnel from Buckell and managed to stabilize his condition.

After setting up a distress beacon, Santos and I set out to investigate the ship. We soon discovered the admiral had been locked in her quarters, presumably for going crazy. When we forced open the door to her room, we discovered a complex mapping of this former military’s expedition. The admiral knew something about the Markers and how they relate to this planet. But it’s all written in Marker gibberish.

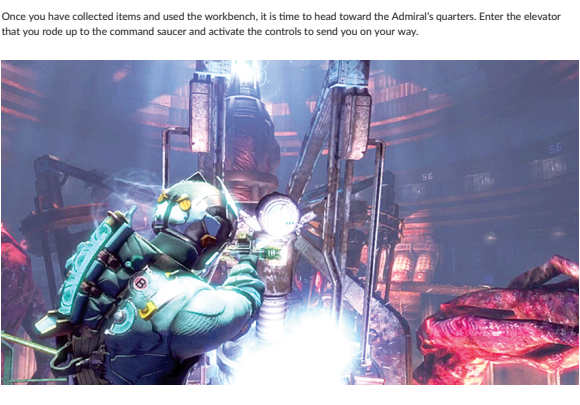
Only one man I know can decipher this. I only hope Robert can find him and follow the shockbeacon as planned. If he doesn’t, I fear our small group will either starve to death or suffocate and mankind will go extinct as the Markers continue to spread.

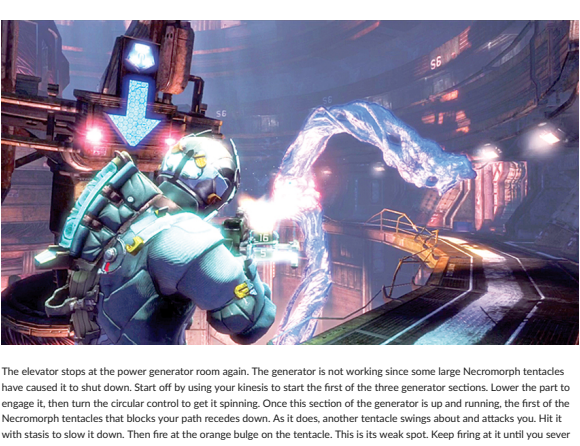


There is also a workbench in this room. By now, you should have collected some more parts and circuits. Insert all of your circuits into your weapons. You can always take them out later and use them in another weapon. Circuits can offer one or two modifiers to your weapons, such as reduced reload time, larger magazine size, and increased damage. Be sure to upgrade first the weapon that you use most with the better circuits, then place the remaining circuits in other weapons.



Once you have collected items and used the workbench, it is time to head toward the Admiral’s quarters. Enter the elevator that you rode up to the command saucer and activate the controls to send you on your way.

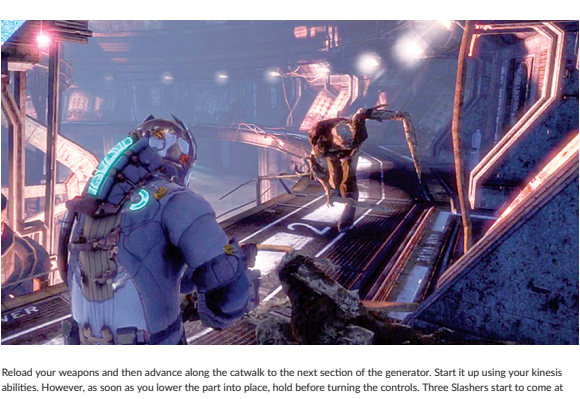




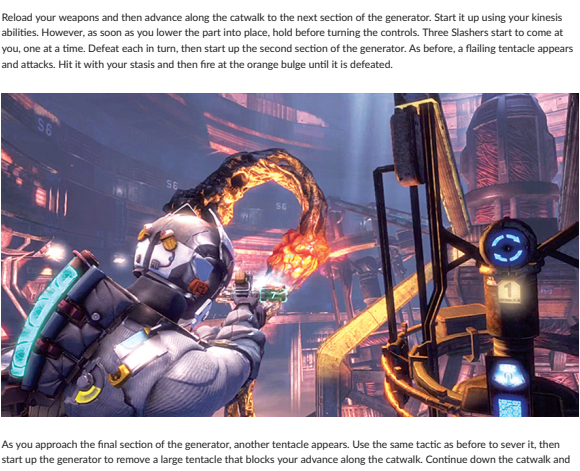
The elevator stops at the power generator room again. The generator is not working since some large Necromorph tentacles have caused it to shut down. Start off by using your kinesis to start the first of the three generator sections. Lower the part to engage it, then turn the circular control to get it spinning. Once this section of the generator is up and running, the first of the Necromorph tentacles that blocks your path recedes down. As it does, another tentacle swings about and attacks you. Hit it with stasis to slow it down. Then fire at the orange bulge on the tentacle. This is its weak spot. Keep firing at it until you sever the tentacle. You may need to hit it with stasis one or two more times before you defeat this tentacle.

ISAAC’S LOG

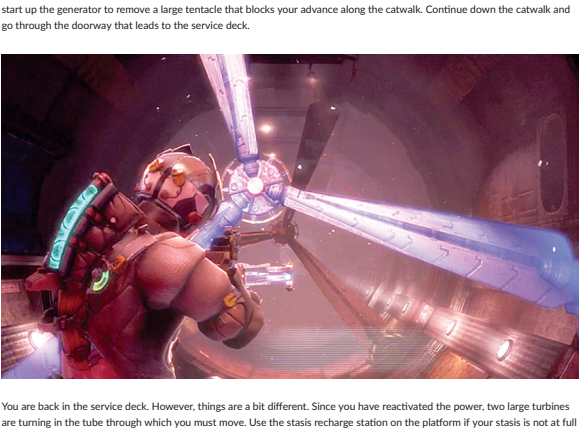
I have discovered that not all Necromorphs are human corpses that have been changed. There are also some very large Necromorphs as well. Though it took me a while, I learned that they had weak spots. These appear as orange bulges. Since it took a lot of damage to destroy these bulges, I often used stasis to slow down these large Necromorphs. Not only did that slow the attacks against me, it also made it easier to hit the orange bulges. The plasma cutter seemed to work well for this job since the line gun had a slower rate of fire and the projectile traveled slower as well. The submachine gun also was effective, but did not pack the damage of the plasma cutter.



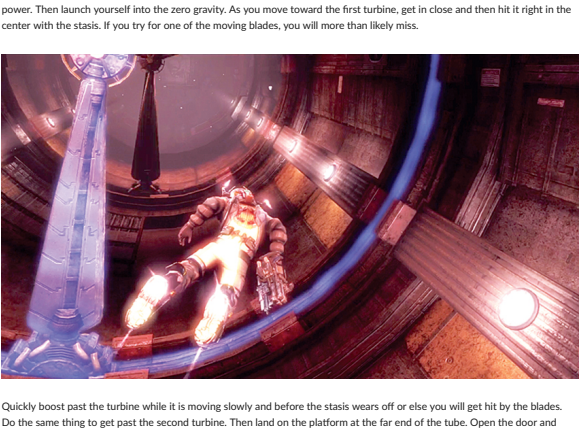
Reload your weapons and then advance along the catwalk to the next section of the generator. Start it up using your kinesis abilities. However, as soon as you lower the part into place, hold before turning the controls. Three Slashers start to come at you, one at a time. Defeat each in turn, then start up the second section of the generator. As before, a flailing tentacle appears and attacks. Hit it with your stasis and then fire at the orange bulge until it is defeated.



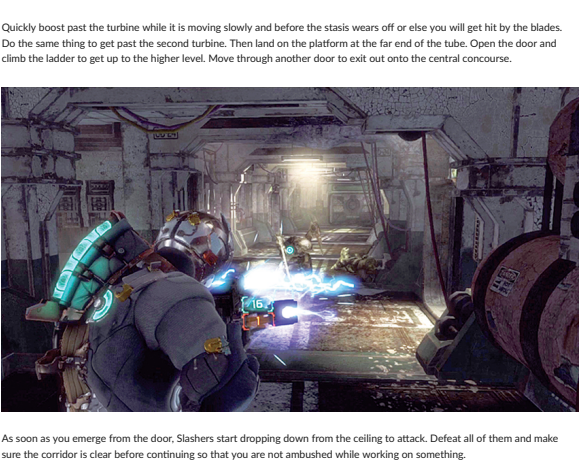
As you approach the final section of the generator, another tentacle appears. Use the same tactic as before to sever it, then start up the generator to remove a large tentacle that blocks your advance along the catwalk. Continue down the catwalk and go through the doorway that leads to the service deck.



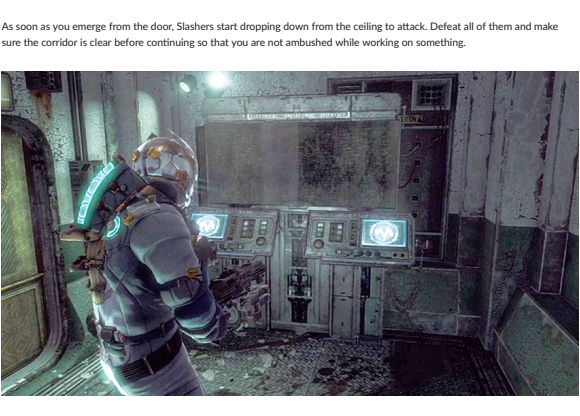
You are back in the service deck. However, things are a bit different. Since you have reactivated the power, two large turbines are turning in the tube through which you must move. Use the stasis recharge station on the platform if your stasis is not at full power. Then launch yourself into the zero gravity. As you move toward the first turbine, get in close and then hit it right in the center with the stasis. If you try for one of the moving blades, you will more than likely miss.

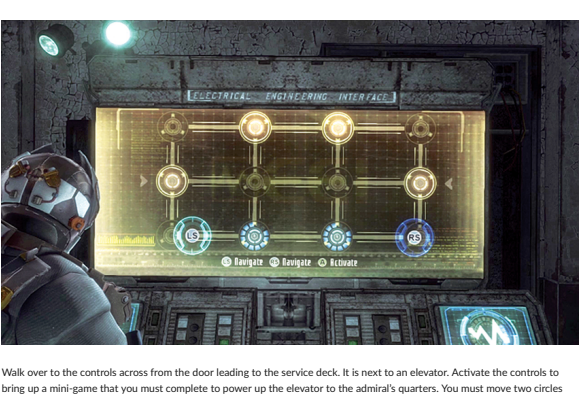


Quickly boost past the turbine while it is moving slowly and before the stasis wears off or else you will get hit by the blades. Do the same thing to get past the second turbine. Then land on the platform at the far end of the tube. Open the door and climb the ladder to get up to the higher level. Move through another door to exit out onto the central concourse.

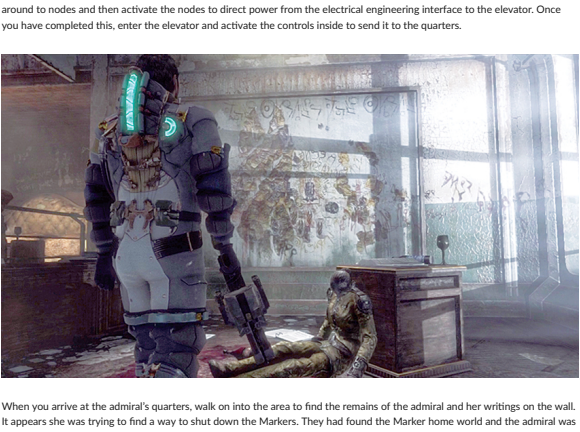


As soon as you emerge from the door, Slashers start dropping down from the ceiling to attack. Defeat all of them and make sure the corridor is clear before continuing so that you are not ambushed while working on something.

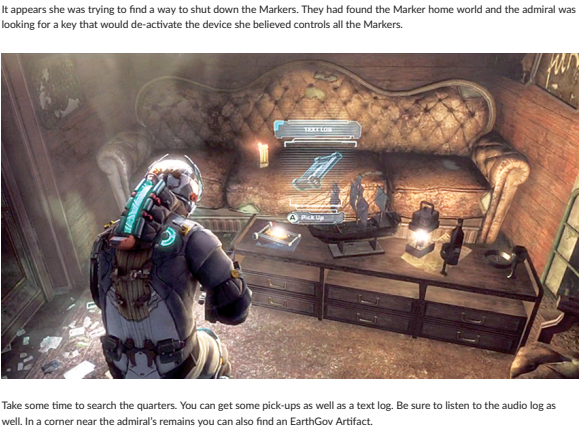




Walk over to the controls across from the door leading to the service deck. It is next to an elevator. Activate the controls to bring up a mini-game that you must complete to power up the elevator to the admiral’s quarters. You must move two circles around to nodes and then activate the nodes to direct power from the electrical engineering interface to the elevator. Once you have completed this, enter the elevator and activate the controls inside to send it to the quarters.



When you arrive at the admiral’s quarters, walk on into the area to find the remains of the admiral and her writings on the wall. It appears she was trying to find a way to shut down the Markers. They had found the Marker home world and the admiral was looking for a key that would de-activate the device she believed controlled all the Markers.



Take some time to search the quarters. You can get some pick-ups as well as a text log. Be sure to listen to the audio log as well. In a corner near the admiral’s remains you can also find an EarthGov Artifact.

//Text Log: “Grave Concerns”

Turn it off it says turn it off in my head it talks to me tells me things that no one else can hear just for me just for me turn it off turn it off turn it off and it will all go away it will all stop

//Audio Log: “A Desperate Mission”

Dammit, Marjorie! I’m risking a lot of brave men and women down on that ice cube—soldiers that could be fighting the war back home! Now can somebody tell me, for the love of God, what the hell we’re looking for?

We are looking for hope, General.

Oh, good God in heaven—

Support for the war and our ability to fight it are dwindling. We are out of resources, we are out of public approval, and we are out of time.

Just answer my goddamn question. What are we looking for?

Markers.

You must be joking...

No, General. I’m not. I will be sending Doctor Serrano to your quarters to give you a full briefing.

You must be out of your god dammed—

General ... You are dismissed.

//EarthGov Artifact 3

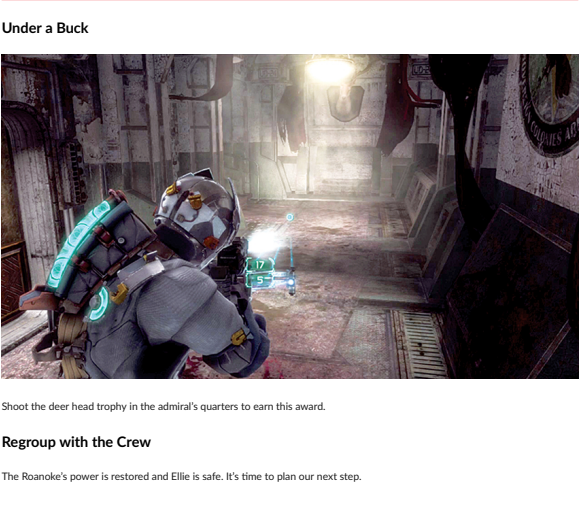
PERSONAL JOURNAL: Ellie Langford

I wasn’t sure how he’d feel—seeing me again. He’s been through a lot, and I with him for much of it. Before I left, I could tell things were bothering him. But he did what he always does—suppressed it, kept it locked inside.

I asked him when he was going to face his demons. He said some things should remain buried. Nothing good comes from digging up the past.

It’s strangely fitting that we find ourselves together once more, in this 200 year-old flotilla, doing just that.

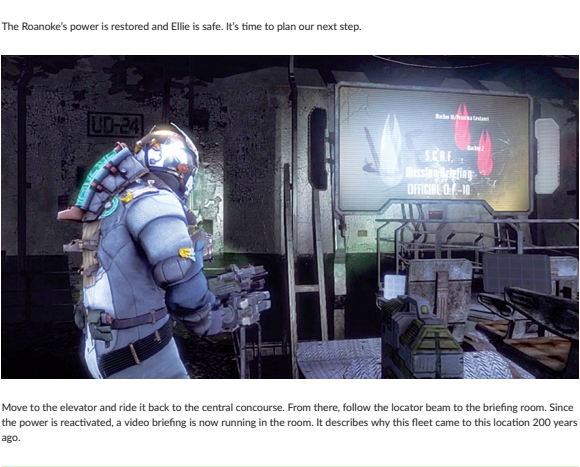
Under a Buck



Shoot the deer head trophy in the admiral’s quarters to earn this award.

Regroup with the Crew

The Roanoke’s power is restored and Ellie is safe. It’s time to plan our next step.



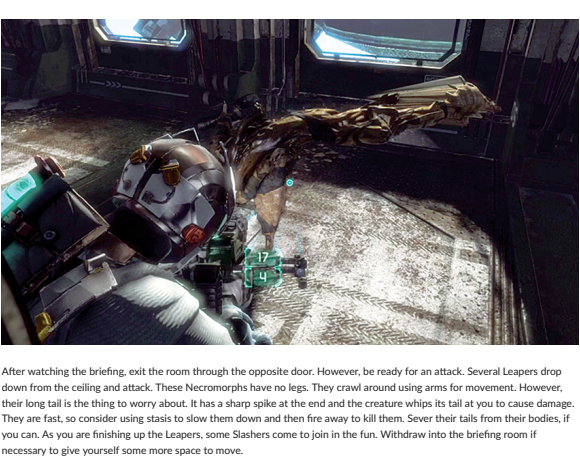
Move to the elevator and ride it back to the central concourse. From there, follow the locator beam to the briefing room. Since the power is reactivated, a video briefing is now running in the room. It describes why this fleet came to this location 200 years ago.

ISAAC’S LOG

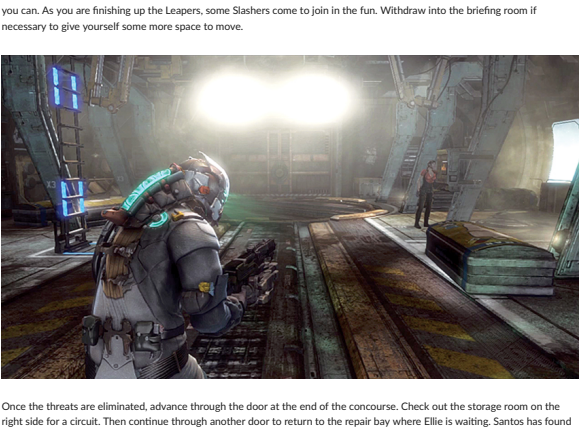
As I watched the admiral’s briefing in the briefing room, I learned new information about the Markers. The planet we were orbiting, Tau Volantis, sends a carrier wave to the Markers throughout the galaxy. It seems the fleet came here to harness the energy of the Markers. That seemed to be a big mistake, judging from the status of this ghost fleet.

//CAG Briefing

Good afternoon, General. Admiral Graves asked me to prepare this information for you. When the Black Marker was exhumed on the Earth in 2214, it defied our understanding of science. It appeared to generate limitless energy—a trait of obvious importance in our resource-strapped times. There was an effort to replicate the Marker, hoping to understand its technology, and thereby acquiring limitless energy for ourselves. Imagine our surprise when we learned they are not sources of energy but receivers of it, via carrier wave from somewhere deep in space. Triangulating this "Marker Signal," revealed a previously undetected planet, now known as Tau Volantis. We hope to find the source of this signal, and finally harness that energy for ourselves. And if this works, it could mean a better future—for all of us. General, thank you for your time.



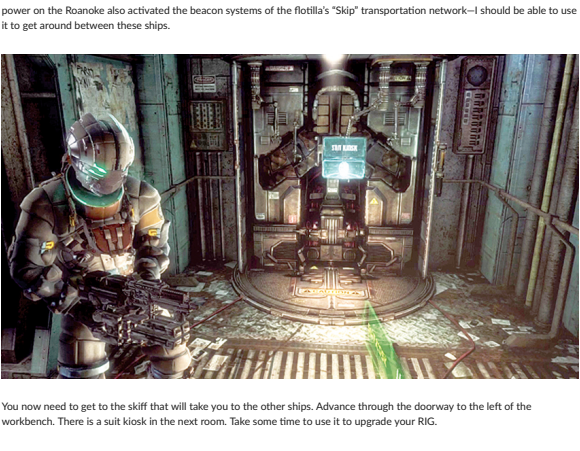
After watching the briefing, exit the room through the opposite door. However, be ready for an attack. Several Leapers drop down from the ceiling and attack. These Necromorphs have no legs. They crawl around using arms for movement. However, their long tail is the thing to worry about. It has a sharp spike at the end and the creature whips its tail at you to cause damage. They are fast, so consider using stasis to slow them down and then fire away to kill them. Sever their tails from their bodies, if you can. As you are finishing up the Leapers, some Slashers come to join in the fun. Withdraw into the briefing room if necessary to give yourself some more space to move.



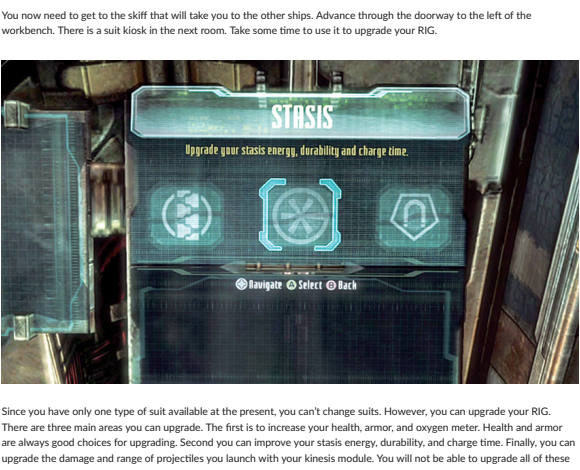
Once the threats are eliminated, advance through the door at the end of the concourse. Check out the storage room on the right side for a circuit. Then continue through another door to return to the repair bay where Ellie is waiting. Santos has found a little maintenance craft—a skiff. You can use it to get to the outermost ships in the flotilla.

Get to the Terra Nova

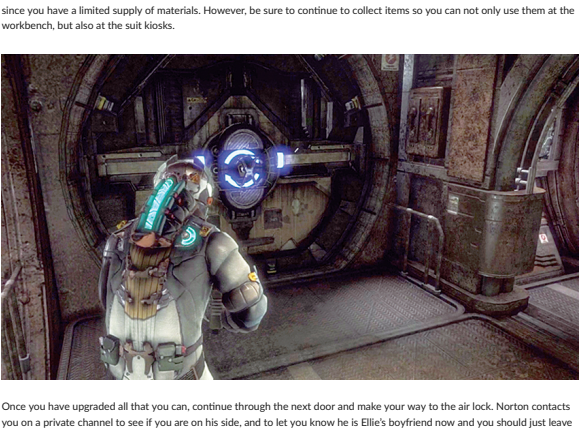
The shuttle we’re looking for, the Crozier, is located inside a large mass driver called the Terra Nova. It seems that restarting power on the Roanoke also activated the beacon systems of the flotilla’s “Skip” transportation network—I should be able to use it to get around between these ships.



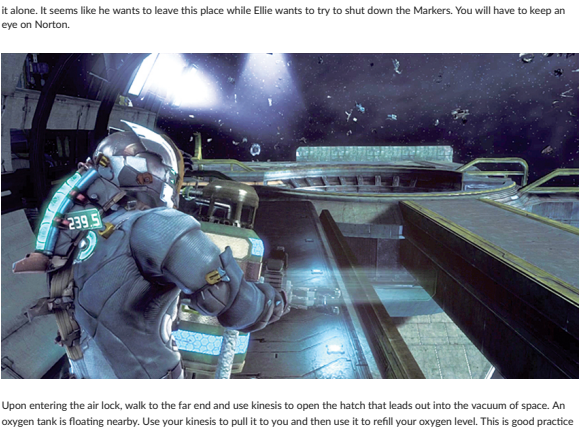
You now need to get to the skiff that will take you to the other ships. Advance through the doorway to the left of the workbench. There is a suit kiosk in the next room. Take some time to use it to upgrade your RIG.



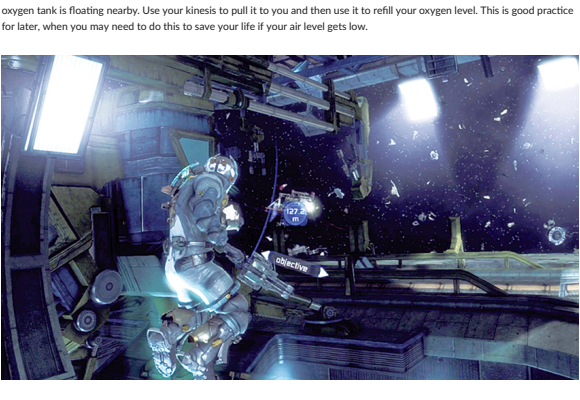
Since you have only one type of suit available at the present, you can’t change suits. However, you can upgrade your RIG. There are three main areas you can upgrade. The first is to increase your health, armor, and oxygen meter. Health and armor are always good choices for upgrading. Second you can improve your stasis energy, durability, and charge time. Finally, you can upgrade the damage and range of projectiles you launch with your kinesis module. You will not be able to upgrade all of these since you have a limited supply of materials. However, be sure to continue to collect items so you can not only use them at the workbench, but also at the suit kiosks.

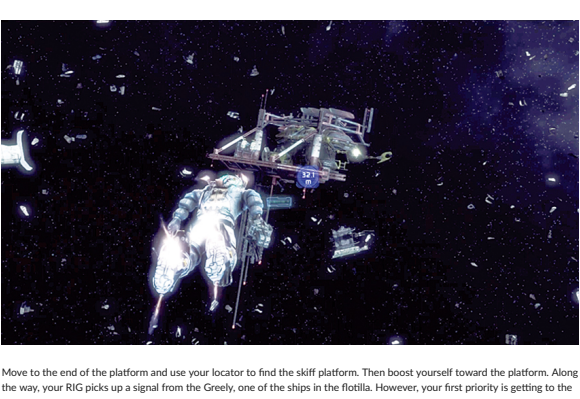


Once you have upgraded all that you can, continue through the next door and make your way to the air lock. Norton contacts you on a private channel to see if you are on his side, and to let you know he is Ellie’s boyfriend now and you should just leave it alone. It seems like he wants to leave this place while Ellie wants to try to shut down the Markers. You will have to keep an eye on Norton.

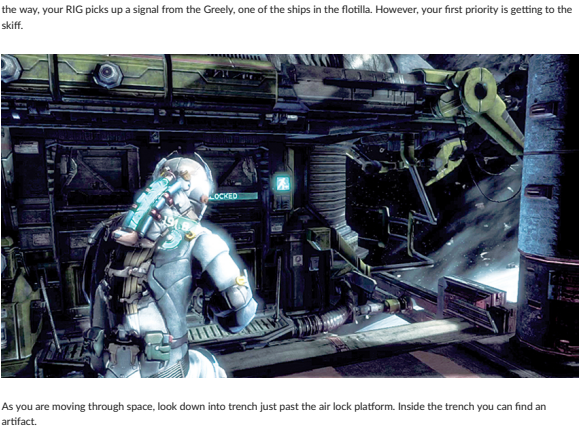


Upon entering the air lock, walk to the far end and use kinesis to open the hatch that leads out into the vacuum of space. An oxygen tank is floating nearby. Use your kinesis to pull it to you and then use it to refill your oxygen level. This is good practice for later, when you may need to do this to save your life if your air level gets low.





Move to the end of the platform and use your locator to find the skiff platform. Then boost yourself toward the platform. Along the way, your RIG picks up a signal from the Greely, one of the ships in the flotilla. However, your first priority is getting to the skiff.



As you are moving through space, look down into trench just past the air lock platform. Inside the trench you can find an artifact.

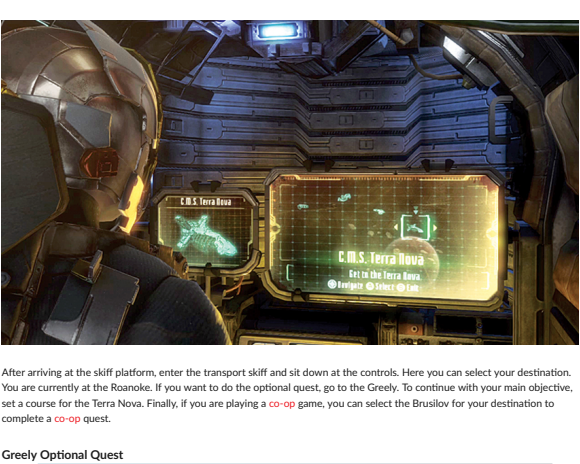
//S.C.A.F. Artifact 6

PRIVATE TRANSMISSION

FROM: LCDR S. KETTLE, CMS TERRA NOVA
TO: CAPT A. BELKNAP, CMS ROANOKE

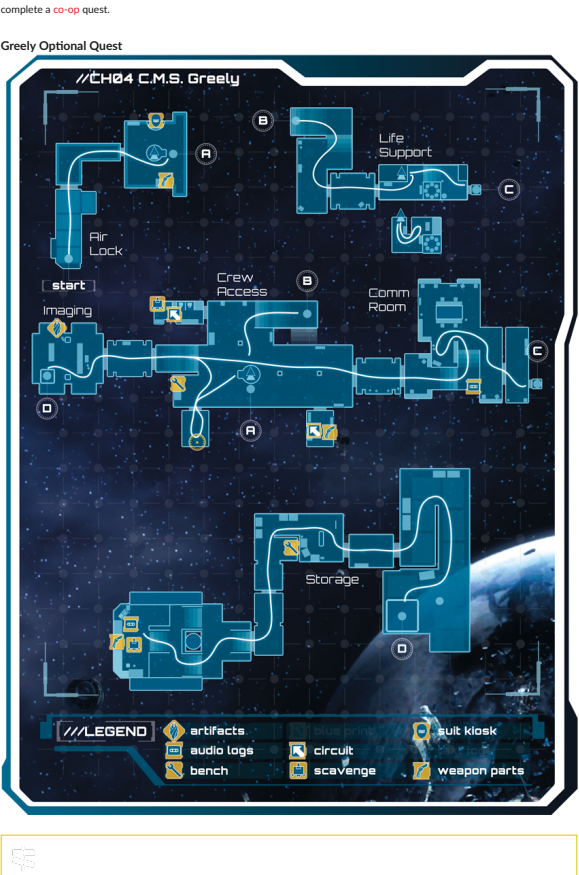
If this is supposed to be an archeological expedition, why do we have a fully armed battleship watching our every move? All it does is troll the flotilla, occasionally shining its lights along the hulls of the other ships. It’s creepy.

And if I’m not mistaken, it’s a mine warfare vessel. Judging by the size of the payload, there must be hundreds of thousands of space mines onboard. With that many mines, you could take out a flotilla the size of ours a few times over!



After arriving at the skiff platform, enter the transport skiff and sit down at the controls. Here you can select your destination. You are currently at the Roanoke. If you want to do the optional quest, go to the Greely. To continue with your main objective, set a course for the Terra Nova. Finally, if you are playing a co-op game, you can select the Brusilov for your destination to complete a co-op quest.

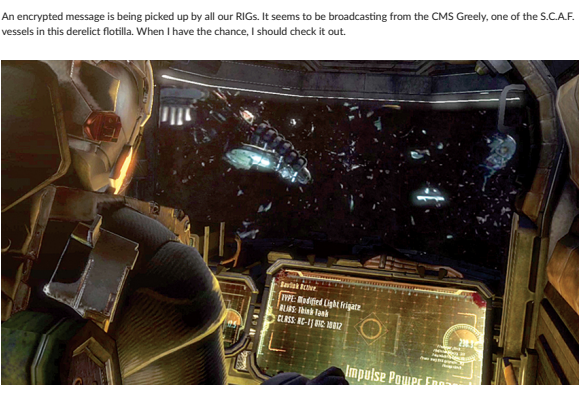
Greely Optional Quest

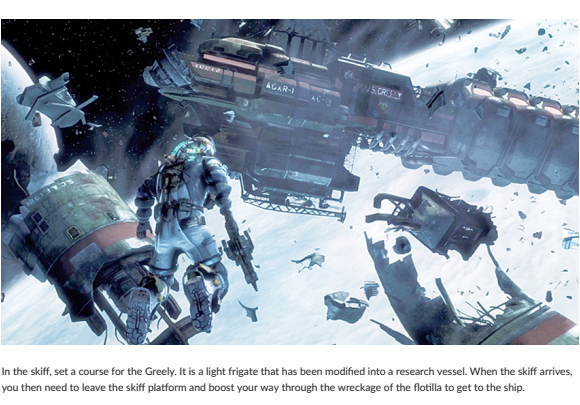


Click here for interactive maps

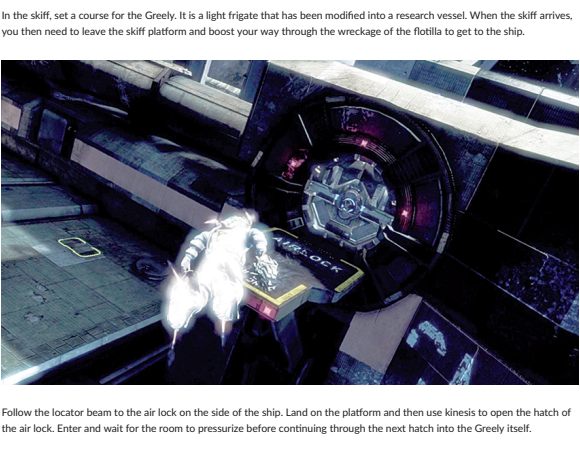
Explore the Greely

An encrypted message is being picked up by all our RIGs. It seems to be broadcasting from the CMS Greely, one of the S.C.A.F. vessels in this derelict flotilla. When I have the chance, I should check it out.

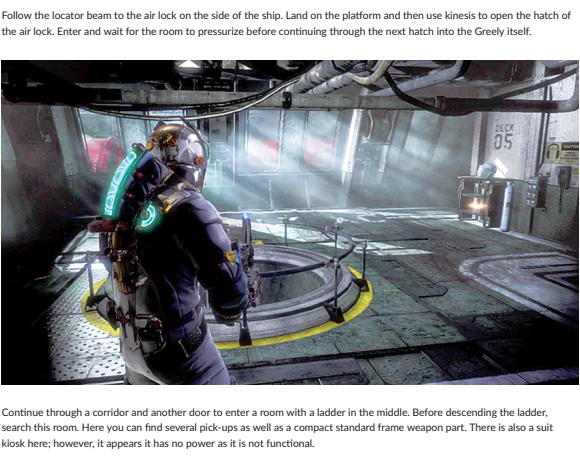




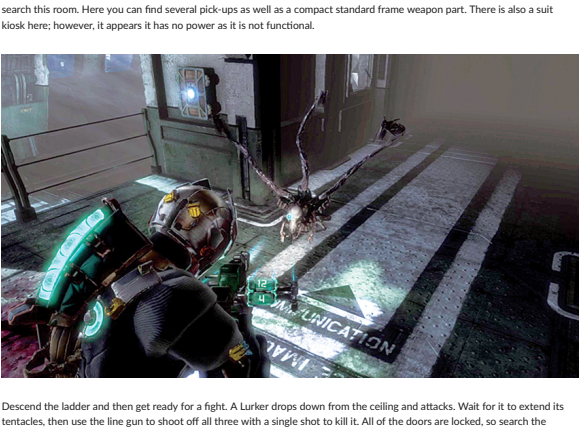
In the skiff, set a course for the Greely. It is a light frigate that has been modified into a research vessel. When the skiff arrives, you then need to leave the skiff platform and boost your way through the wreckage of the flotilla to get to the ship.



Follow the locator beam to the air lock on the side of the ship. Land on the platform and then use kinesis to open the hatch of the air lock. Enter and wait for the room to pressurize before continuing through the next hatch into the Greely itself.



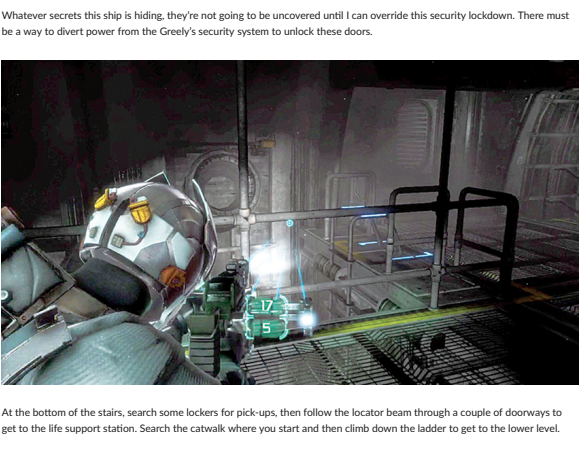
Continue through a corridor and another door to enter a room with a ladder in the middle. Before descending the ladder, search this room. Here you can find several pick-ups as well as a compact standard frame weapon part. There is also a suit kiosk here; however, it appears it has no power as it is not functional.



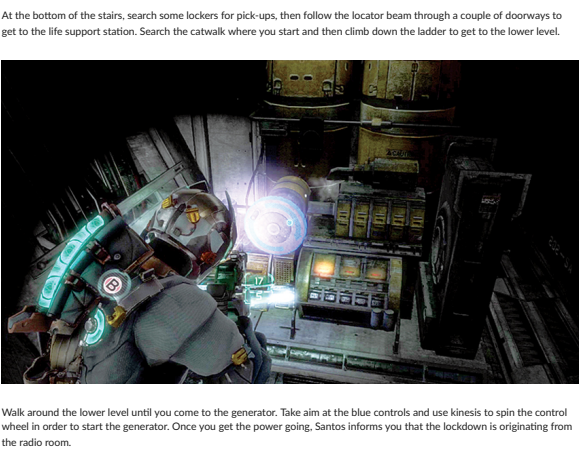
Descend the ladder and then get ready for a fight. A Lurker drops down from the ceiling and attacks. Wait for it to extend its tentacles, then use the line gun to shoot off all three with a single shot to kill it. All of the doors are locked, so search the lockers for pick-ups, then head down the stairs.

Restore the Power and Override the Lockdown

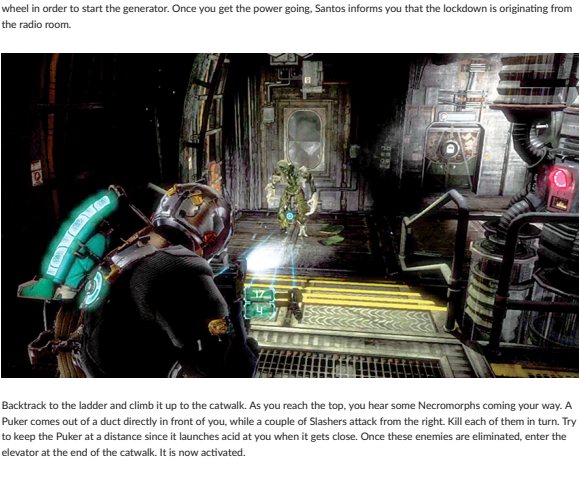
Whatever secrets this ship is hiding, they’re not going to be uncovered until I can override this security lockdown. There must be a way to divert power from the Greely’s security system to unlock these doors.



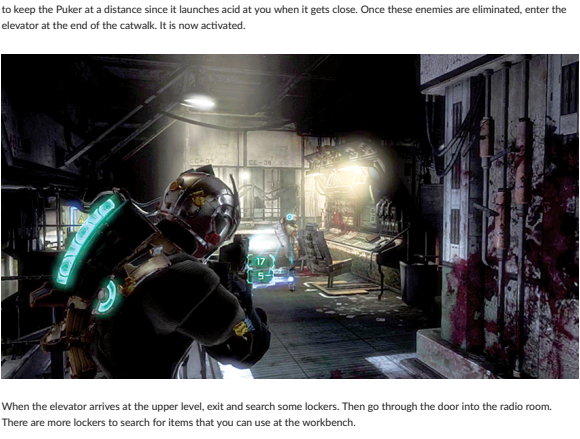
At the bottom of the stairs, search some lockers for pick-ups, then follow the locator beam through a couple of doorways to get to the life support station. Search the catwalk where you start and then climb down the ladder to get to the lower level.



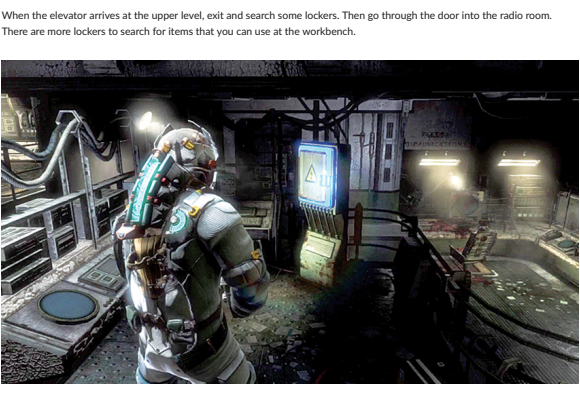
Walk around the lower level until you come to the generator. Take aim at the blue controls and use kinesis to spin the control wheel in order to start the generator. Once you get the power going, Santos informs you that the lockdown is originating from the radio room.

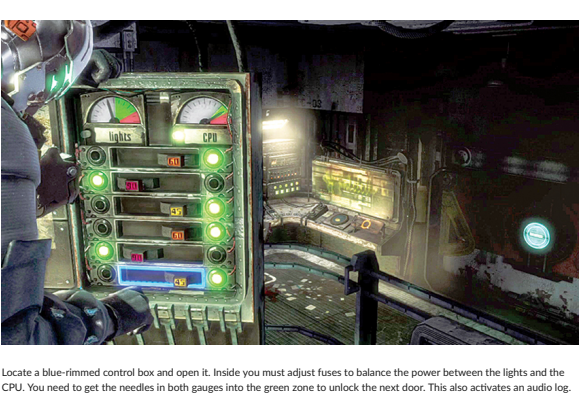


Backtrack to the ladder and climb it up to the catwalk. As you reach the top, you hear some Necromorphs coming your way. A Puker comes out of a duct directly in front of you, while a couple of Slashers attack from the right. Kill each of them in turn. Try to keep the Puker at a distance since it launches acid at you when it gets close. Once these enemies are eliminated, enter the elevator at the end of the catwalk. It is now activated.



When the elevator arrives at the upper level, exit and search some lockers. Then go through the door into the radio room. There are more lockers to search for items that you can use at the workbench.





Locate a blue-rimmed control box and open it. Inside you must adjust fuses to balance the power between the lights and the CPU. You need to get the needles in both gauges into the green zone to unlock the next door. This also activates an audio log.

//Audio Log: “Interrogation”

...I told you! I DON’T KNOW!!

Dr. Barton, someone is broadcasting a coded message planetside! Who are you trying to contact? Dr. Serrano? Tell me!

STOP! Please, they wouldn’t tell me, I don’t know!

Commander, this is Unit 3. They’ve barricaded themselves in with the broadcasting equipment.

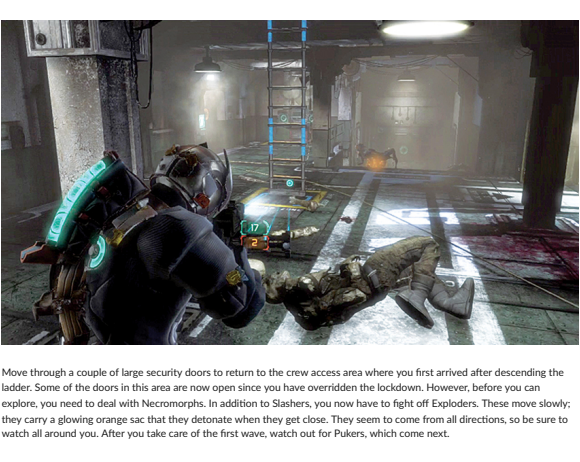
If that’s where they want to die, let them. Cut the ship’s power. It’ll kill their life support and cripple the transmission.

What about the others?

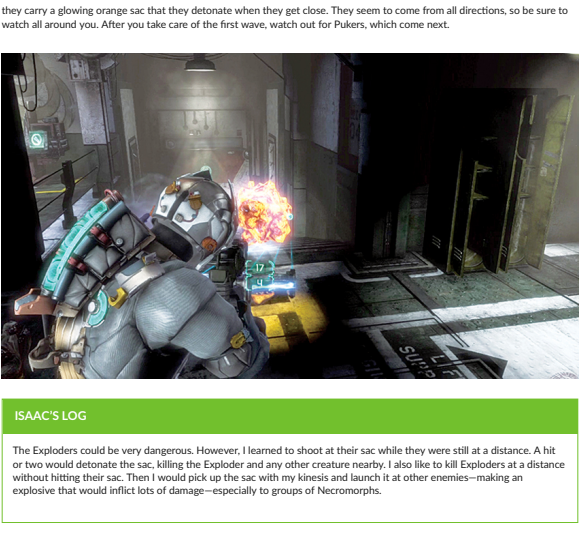
You know the orders. No one lives.

Understood.

No, no, please! You don’t understand! You can’t ... You can’t do this!

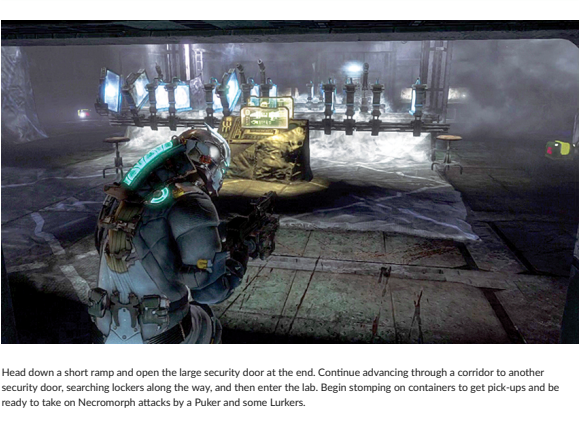


Move through a couple of large security doors to return to the crew access area where you first arrived after descending the ladder. Some of the doors in this area are now open since you have overridden the lockdown. However, before you can explore, you need to deal with Necromorphs. In addition to Slashers, you now have to fight off Exploders. These move slowly; they carry a glowing orange sac that they detonate when they get close. They seem to come from all directions, so be sure to watch all around you. After you take care of the first wave, watch out for Pukers, which come next.

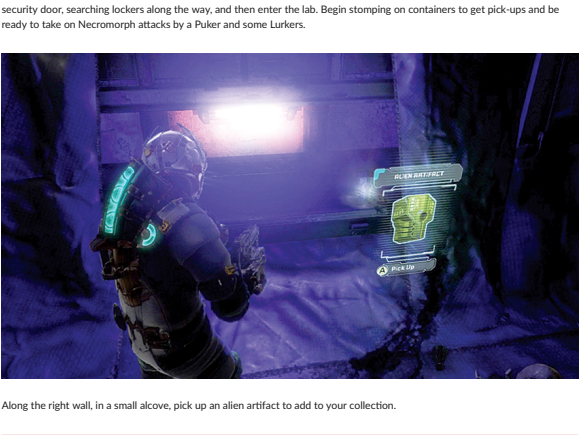


ISAAC’S LOG

The Exploders could be very dangerous. However, I learned to shoot at their sac while they were still at a distance. A hit or two would detonate the sac, killing the Exploder and any other creature nearby. I also like to kill Exploders at a distance without hitting their sac. Then I would pick up the sac with my kinesis and launch it at other enemies—making an explosive that would inflict lots of damage—especially to groups of Necromorphs.



Head down a short ramp and open the large security door at the end. Continue advancing through a corridor to another security door, searching lockers along the way, and then enter the lab. Begin stomping on containers to get pick-ups and be ready to take on Necromorph attacks by a Puker and some Lurkers.



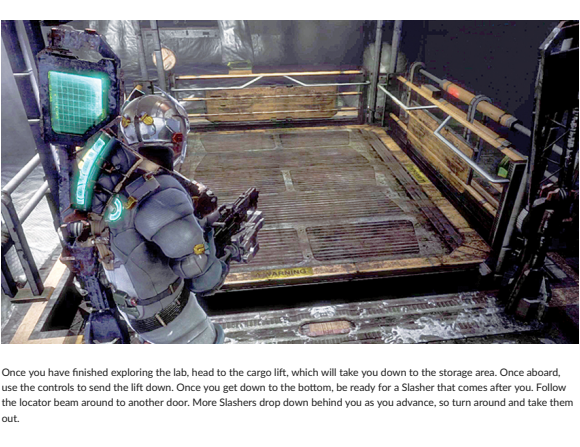
Along the right wall, in a small alcove, pick up an alien artifact to add to your collection.

//Alien Artifact 1

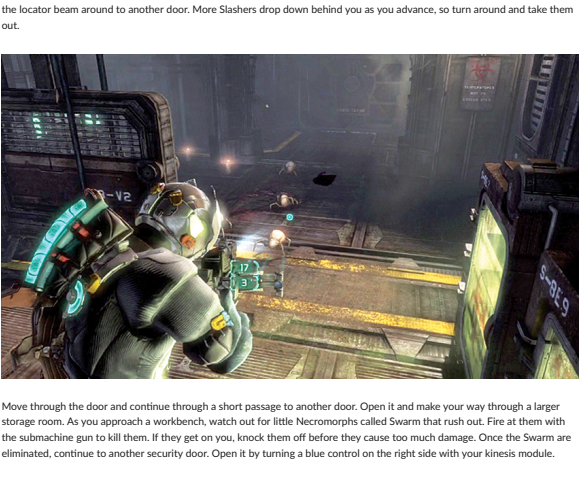
PERSONAL LOG: Laura Engstrom

The frozen specimens are breathtaking. Their physiology isn’t entirely dissimilar to our own in the broadest sense. They are large—almost majestic in a way. Their crested heads are both horrifying and beautiful. Dr. Serrano suspects there may be millions of them down there, trapped in the ice amidst the Markers.

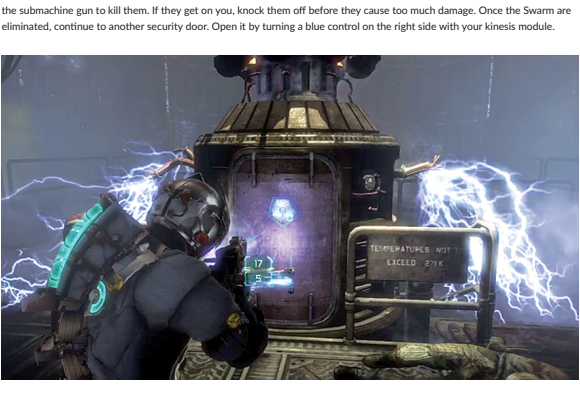
Who were these noble creators? Why did they build the Markers? Are they responsible for placing the Black Marker on Earth? For what reason? I believe we will find all of these answers and more on this frozen planet.

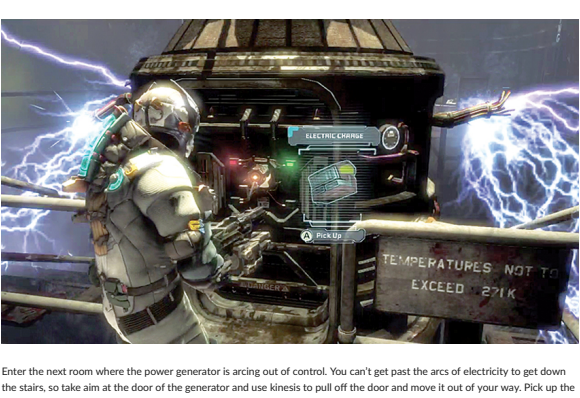


Once you have finished exploring the lab, head to the cargo lift, which will take you down to the storage area. Once aboard, use the controls to send the lift down. Once you get down to the bottom, be ready for a Slasher that comes after you. Follow the locator beam around to another door. More Slashers drop down behind you as you advance, so turn around and take them out.

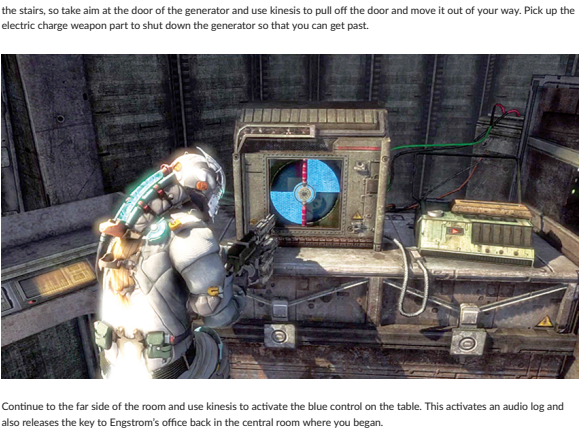


Move through the door and continue through a short passage to another door. Open it and make your way through a larger storage room. As you approach a workbench, watch out for little Necromorphs called Swarm that rush out. Fire at them with the submachine gun to kill them. If they get on you, knock them off before they cause too much damage. Once the Swarm are eliminated, continue to another security door. Open it by turning a blue control on the right side with your kinesis module.





Enter the next room where the power generator is arcing out of control. You can’t get past the arcs of electricity to get down the stairs, so take aim at the door of the generator and use kinesis to pull off the door and move it out of your way. Pick up the electric charge weapon part to shut down the generator so that you can get past.



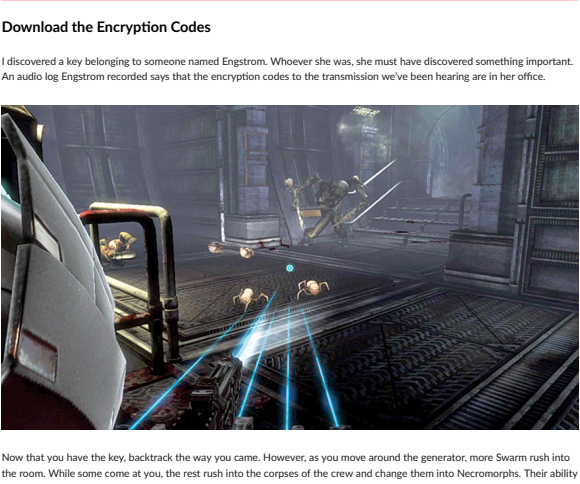
Continue to the far side of the room and use kinesis to activate the blue control on the table. This activates an audio log and also releases the key to Engstrom’s office back in the central room where you began.

//Audio Log: “Research Mystery Discovered”

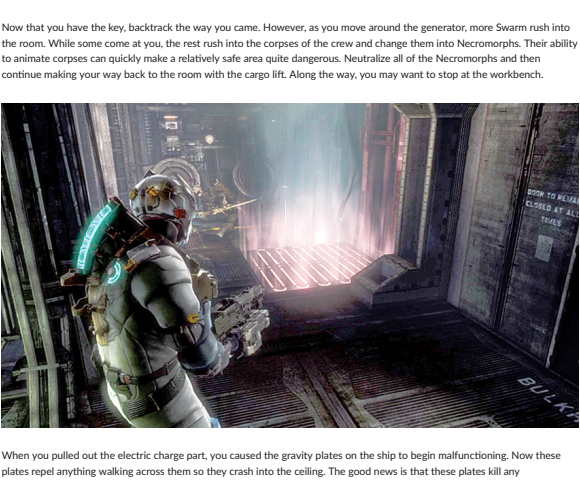
Barton! This is Laura Engstrom. They’ve started the cleanse order! If we don’t warn Serrano, all our work will be destroyed! Did you get the message encrypted? The codes are in my office! You have to hurry! They’re on to us!!

Download the Encryption Codes

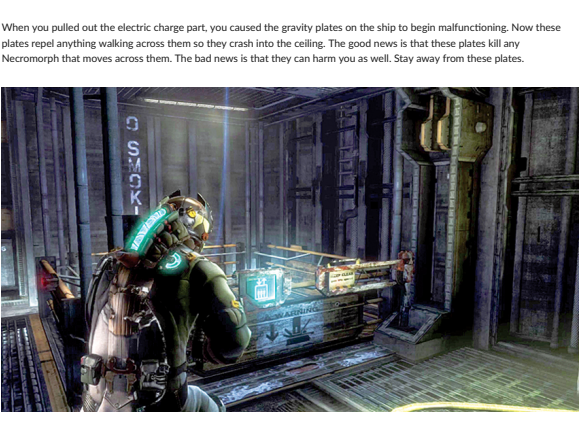
I discovered a key belonging to someone named Engstrom. Whoever she was, she must have discovered something important. An audio log Engstrom recorded says that the encryption codes to the transmission we’ve been hearing are in her office.

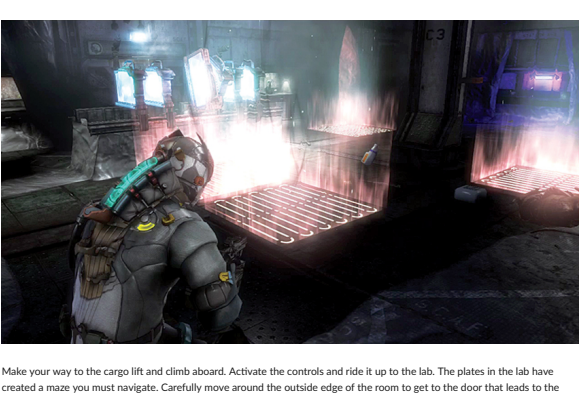


Now that you have the key, backtrack the way you came. However, as you move around the generator, more Swarm rush into the room. While some come at you, the rest rush into the corpses of the crew and change them into Necromorphs. Their ability to animate corpses can quickly make a relatively safe area quite dangerous. Neutralize all of the Necromorphs and then continue making your way back to the room with the cargo lift. Along the way, you may want to stop at the workbench.

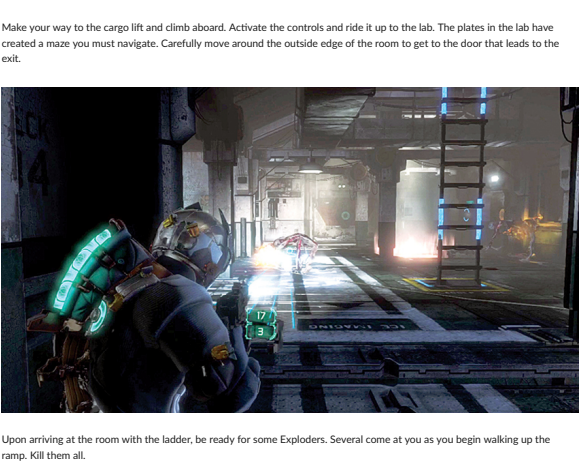


When you pulled out the electric charge part, you caused the gravity plates on the ship to begin malfunctioning. Now these plates repel anything walking across them so they crash into the ceiling. The good news is that these plates kill any Necromorph that moves across them. The bad news is that they can harm you as well. Stay away from these plates.

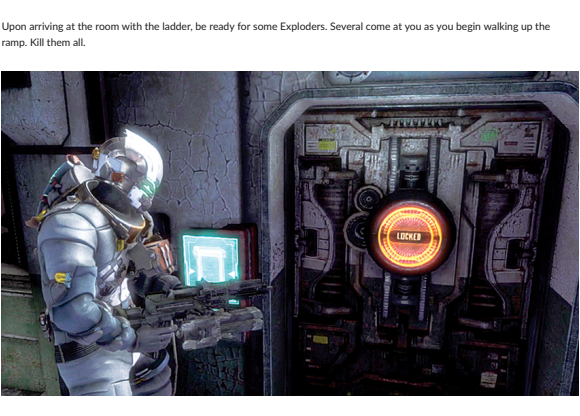


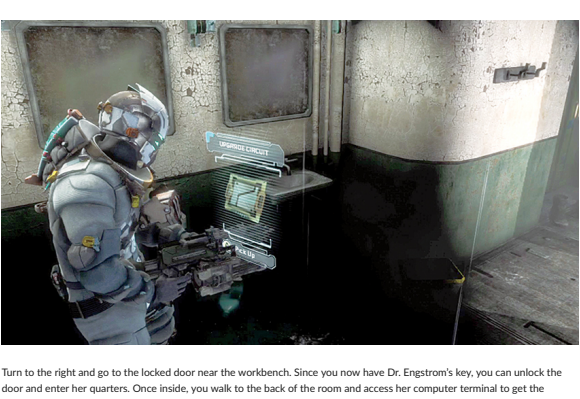


Make your way to the cargo lift and climb aboard. Activate the controls and ride it up to the lab. The plates in the lab have created a maze you must navigate. Carefully move around the outside edge of the room to get to the door that leads to the exit.

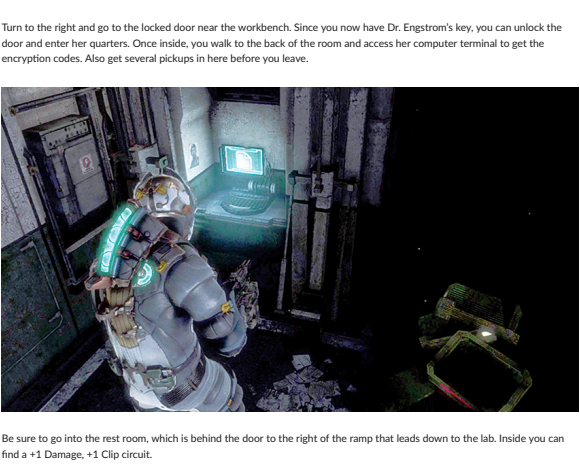


Upon arriving at the room with the ladder, be ready for some Exploders. Several come at you as you begin walking up the ramp. Kill them all.

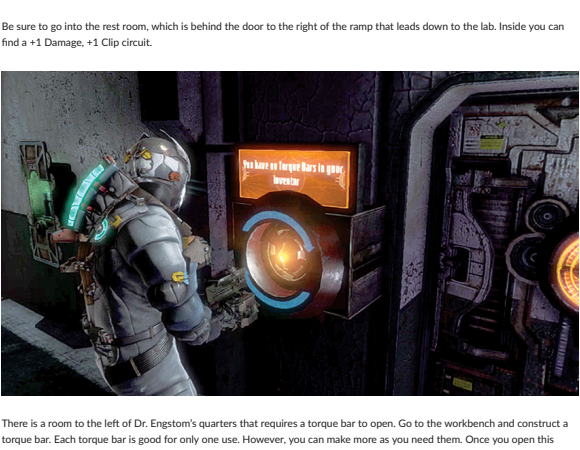




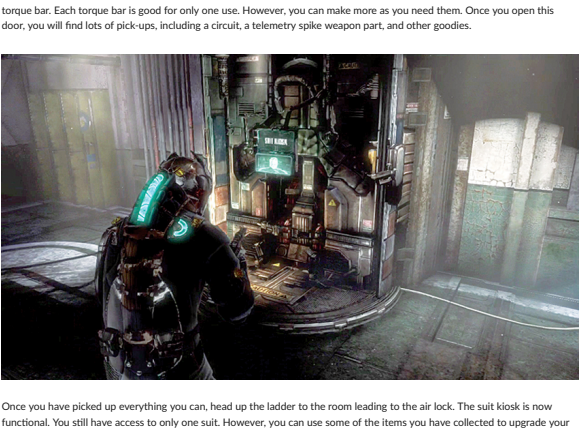
Turn to the right and go to the locked door near the workbench. Since you now have Dr. Engstrom’s key, you can unlock the door and enter her quarters. Once inside, you walk to the back of the room and access her computer terminal to get the encryption codes. Also get several pickups in here before you leave.



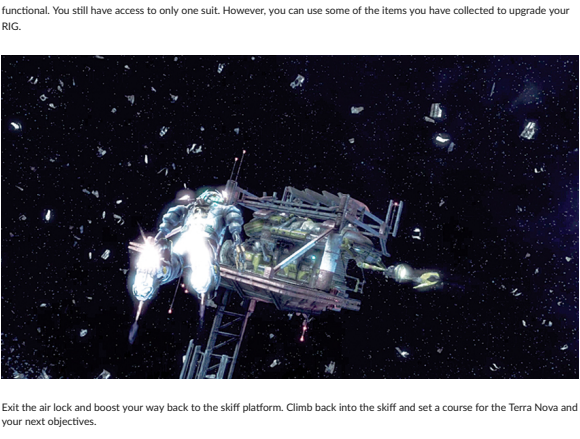
Be sure to go into the rest room, which is behind the door to the right of the ramp that leads down to the lab. Inside you can find a +1 Damage, +1 Clip circuit.



There is a room to the left of Dr. Engstom’s quarters that requires a torque bar to open. Go to the workbench and construct a torque bar. Each torque bar is good for only one use. However, you can make more as you need them. Once you open this door, you will find lots of pick-ups, including a circuit, a telemetry spike weapon part, and other goodies.



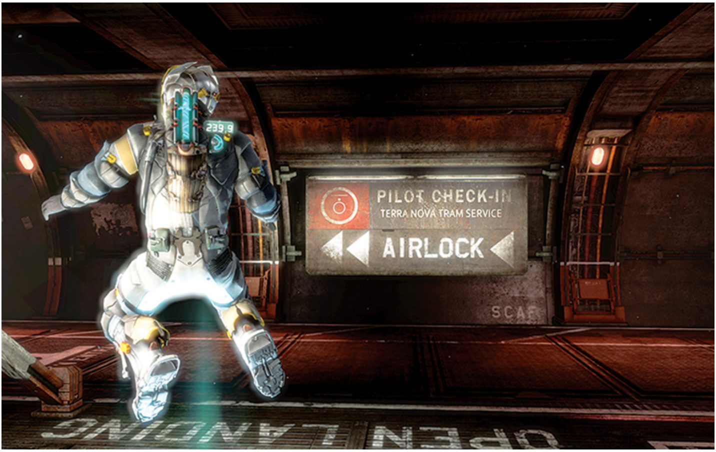
Once you have picked up everything you can, head up the ladder to the room leading to the air lock. The suit kiosk is now functional. You still have access to only one suit. However, you can use some of the items you have collected to upgrade your RIG.



Exit the air lock and boost your way back to the skiff platform. Climb back into the skiff and set a course for the Terra Nova and your next objectives.

Walkthrough

Chapter 5 “Expect Delays“

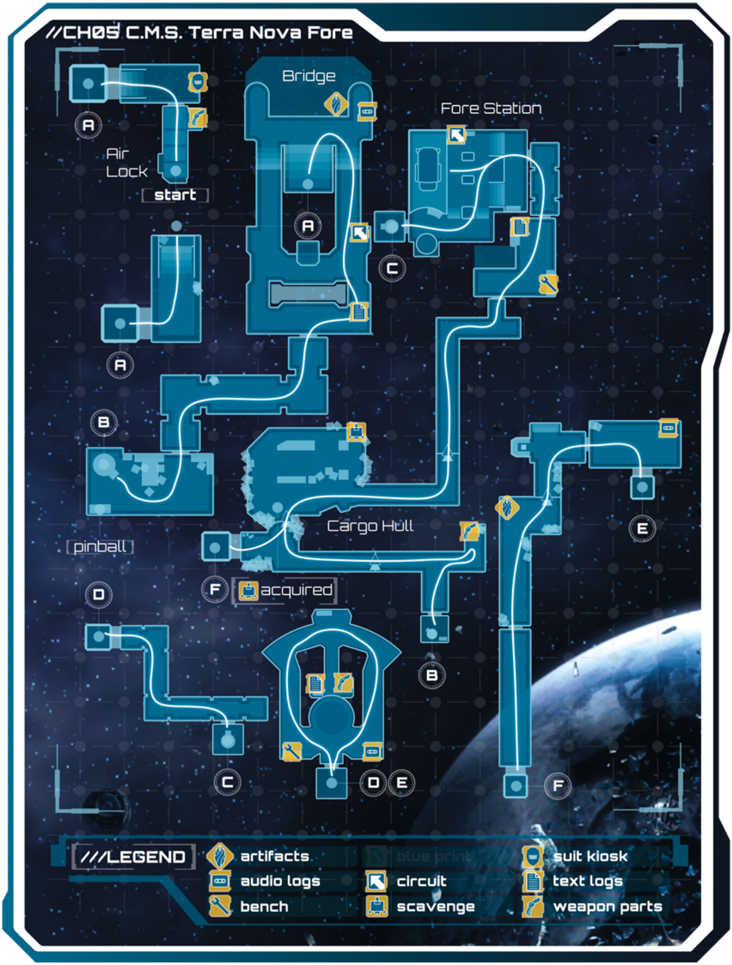


NO SMOKING
C.M.S. Terra Nova
Terra Nova is Running on Low Reserve Power
SUIT KIOSK

Whether they return to Earth, or explore the frozen wasteland of Tau Volantis, Isaac's team can't go anywhere until they recover a shuttle. Buckell's research in the S.C.A.F. manifests shows that there is a shuttle in the Aft Station of the Terra Nova.

Level Stats

- Optional Quests: 1
- Optional Quest: Conning Tower
- Total Artifacts: 3
- S.C.A.F. Artifacts: 3
- Total Logs: 9
- Text Logs: 5
- Audio Logs: 4
- Weapon Parts: 6
- Circuits: 6

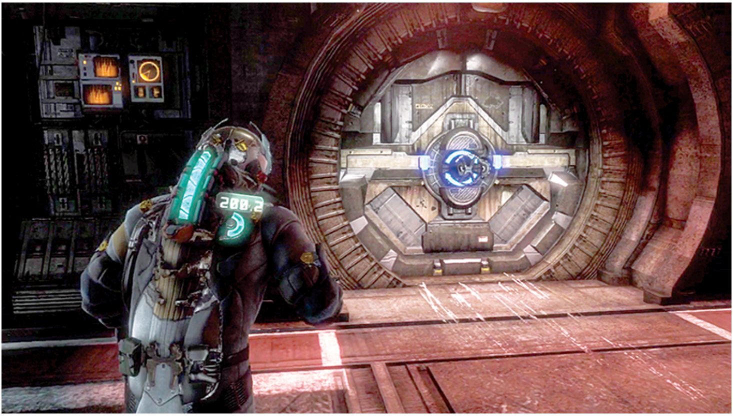


Click here for interactive maps

CMS Terra Nova Fore Section

Board the Terra Nova

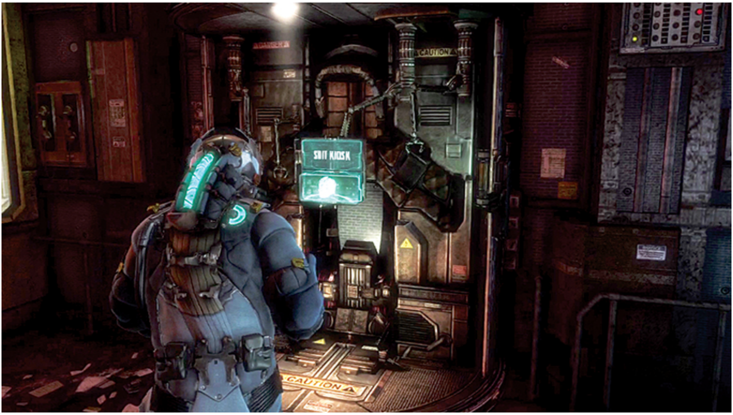
This ship is massive! So big, in fact, that its auxiliary power systems are still online. At least I won't have to deal with a lack of air or power. Time to get inside and find that shuttle.



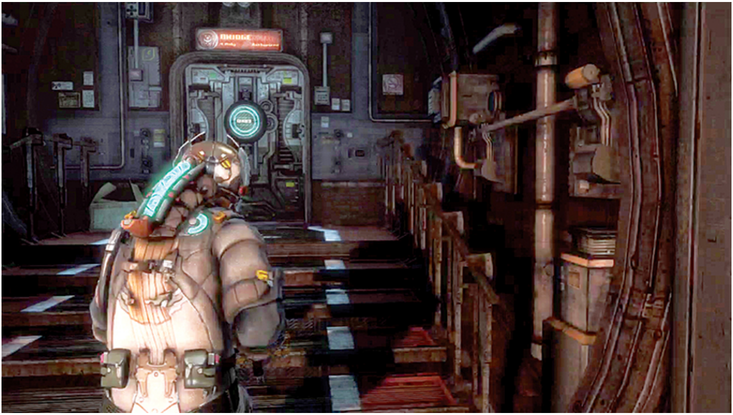
Once the skiff docks at the platform. Exit and walk along the pathway to the air lock. Use your kinesis module to open the air lock hatch and then enter. Move to the opposite end of the air lock and open the other hatch with your kinesis to pressurize the room so that you can then board the Terra Nova. Be sure to pick up the heavy standard frame weapon part on the right side of the air lock.

Locate the Tram Station

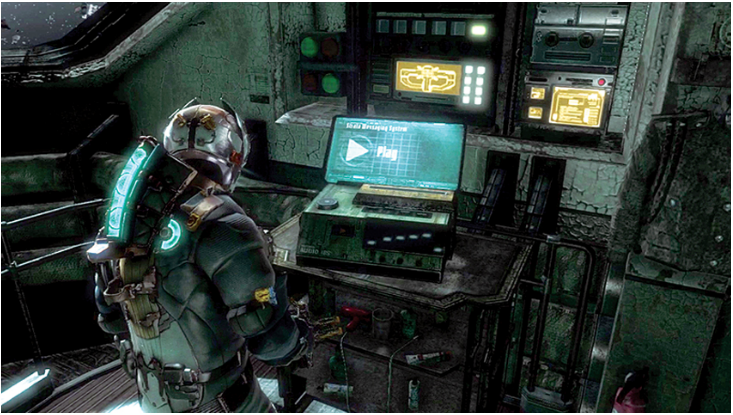
The Terra Nova is like a small floating city. The fore, mid, and aft sections are connected via a tram system that runs along the ship's spine. I need to locate the tram station and get to the Aft Station, where the Crozier is located.



The room next to the air lock contains a suit kiosk. Use it to upgrade your RIG if you feel the need. Stasis can come in handy if you have the parts. Search this area for pick-ups, then head to the elevator. Enter it and select level 2 on the control pad.



When the elevator reaches the second level, exit and search the corridor for any pick-ups. Then head through the door to the left that leads toward the bridge of the ship.



Walk up a ramp onto the bridge. To the right of the room is an audio recorder. Play it to collect an audio log.

//Audio Log: “Keep on Truckin’”

Ship recorder on. All hands stand by for deceleration. Okay Edwards, on your mark.

Roger that, Val.

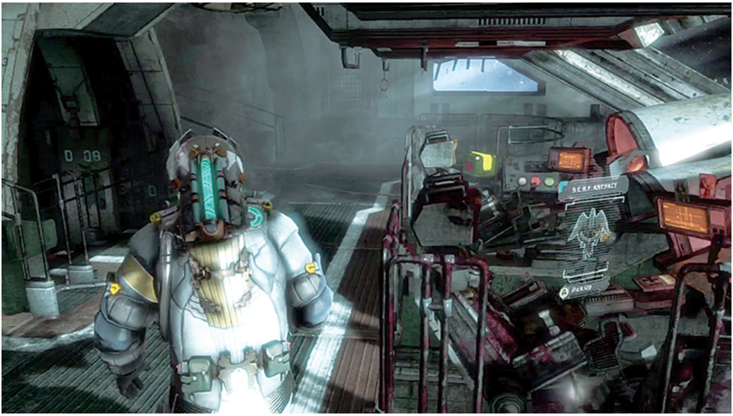
You will address me as Commander while we are on the bridge.

You got it, darlin’. Retro thrusters engaged.

Whoa! Easy now.

The Love Boat has arrived. I’d like to thank y’all for flying the Terra Nova. Welcome to the ass-end of the Universe.

Okay everyone, time to shake the lead out! Sekowski, hail Admiral Graves. Kettle, report to Cradle Ops. This is your show now. Let’s deploy the ships. Recording off.



Next to the pilots’ seats, you can also find an artifact. Be sure to get it while you’re in this area.

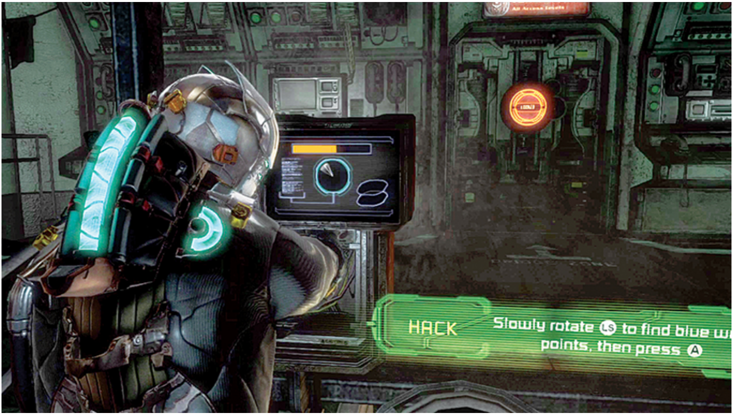
//S.C.A.F. Artifact 3

OFFICER’S LOG: Cdr Valery Dietz

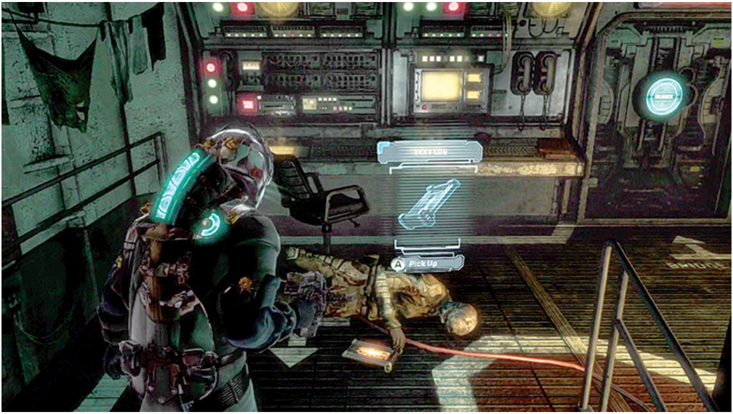
We deployed the CMS Crozier today to take advantage of an opening in the cloud layer.

During her first flyover, the crew spied an unusual mountain formation in the center of a jagged crater. Lt Metcalfe was able to snap some pics of a series of snow-covered obelisks near the peak. The arrangement was chaotic, as we’d expect from such a storm-ravaged planet. But the size and shape of each is nearly identical—like two tendrils intertwined.

LCdr Busby was overcome by headaches and blurred vision during the flight and had to be relieved of duty pending a medical exam.



After exploring the cockpit area, move through the passageway on the left toward the back of the bridge. Pick up a circuit along the way. When you get to some controls, you will need to hack them to unlock the door that leads out the bridge. Follow the directions displayed on the screen. The key is to rotate the scanner until it turns blue and then press the button. Do this three times to complete the hack and open the door.



When you have completed hacking the computer, you also get a schematic of the ship. The Crozier is located in the aft section of the ship. Now it is time to exit the bridge. Be sure to pick up a text log near a corpse as you move toward the door.

//Text Log: “Specimen Transfer”

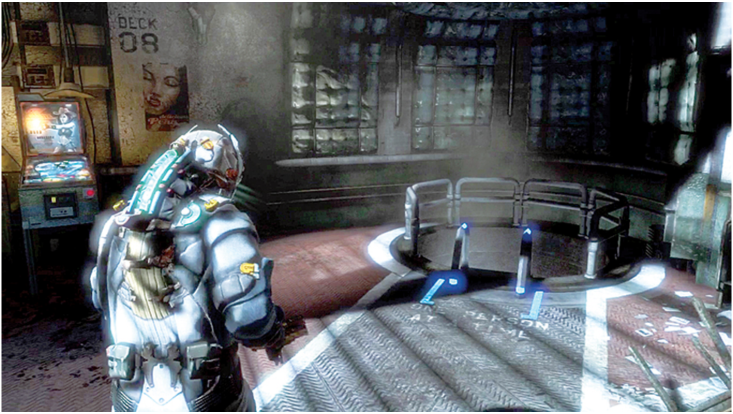
TRANSCRIPT BEGIN:

S.C.A.F.-ISC-30692 CMS-TERRA-NOVA.

LCdr Sam Kettle: Adm Graves requesting specimen transfer from planet. CMS-Crozier and CMS-Franklin en route. What the hell is going on? We’re a resupply ship, not a zoo.

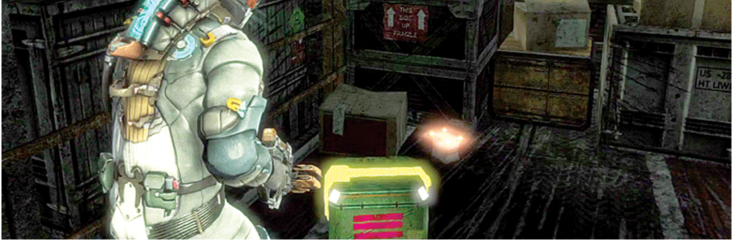
Cdr Valery Dietz: Transfer confirmed. Sorry, Sam. My hands are tied. Let’s just make sure that stuff stays confined to storage. Double up on quarantine checks.

TRANSCRIPT END.

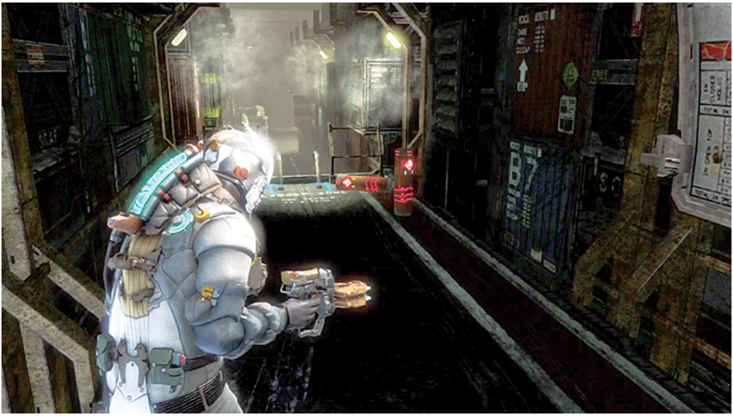


Upon exiting the bridge, follow a corridor to a crew recreation room. Stomp some containers to find some pick-ups, then head down the ladder. At the bottom of the ladder, search a locker, then go through the door to the cargo hull.

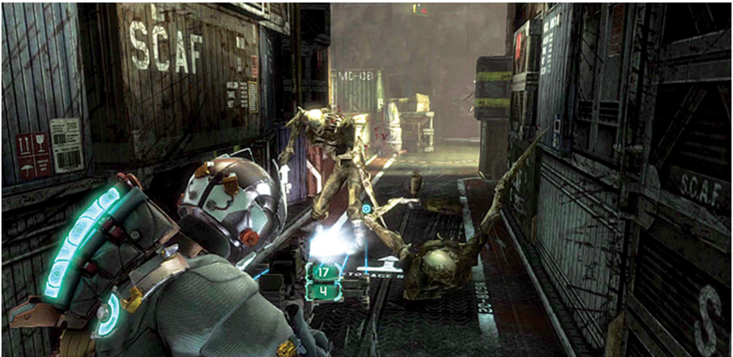
MAX.GR
TARE
NET
CU.CAP
E-61

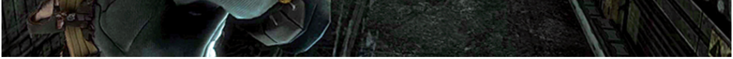


Once you enter the cargo hull, take a right and follow the path to a dead end where you can find a hydraulic engine weapon part. Then head back the other way. Watch out for Slashers and Lurkers that come after you.

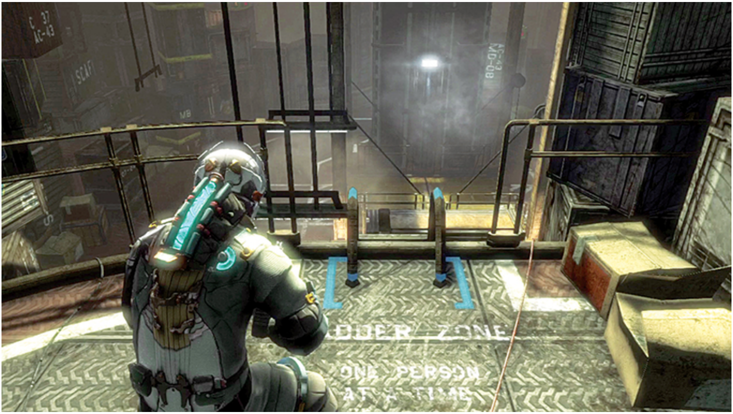


Look for canisters with red lights as you walk through the cargo hull. They are filled with explosives. Pick them up with your kinesis module, then launch them at Necromorphs to blow them up.

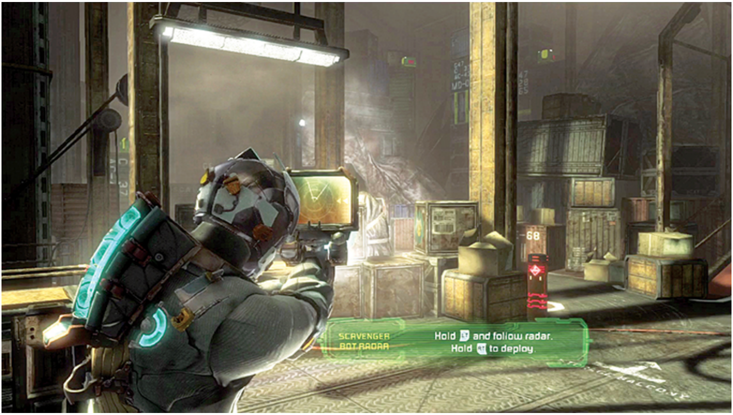




Climb down a short ladder and then continue down a pathway between cargo containers. As you advance, several Slashers rush at you. Let loose with the line gun or another weapon to defeat them.

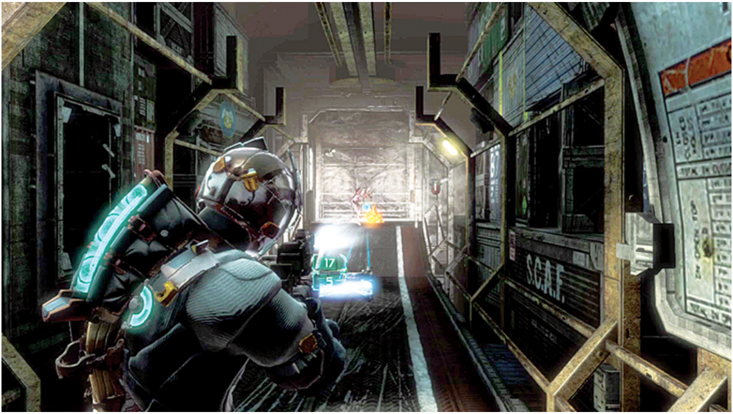


Continue moving around to the right and climb down the ladder to the lower part of the cargo hull.

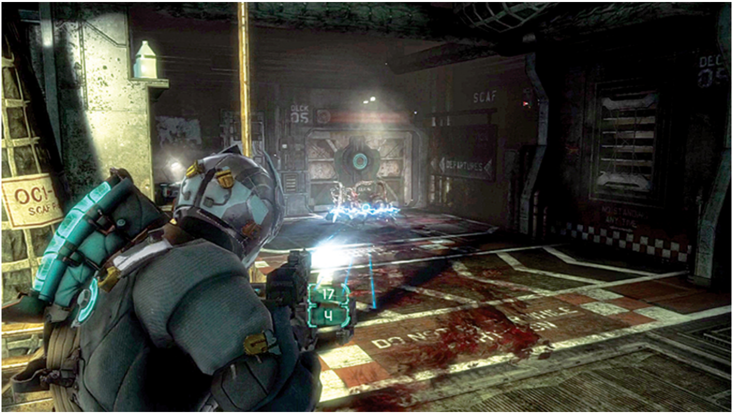


At the bottom of the ladder, you find an old scavenger bot. Pick it up and it transforms into a sensor device. Turn until the vector on the screen is pointing toward the top of the screen. Move in that direction until the vector turns to circles, then deploy the scavenger bot. The scavenger bot will then go off on its own and gather items and take them back to a workbench after several minutes of searching. By releasing the bot at the correct spot, you will maximize the amount of items it finds.

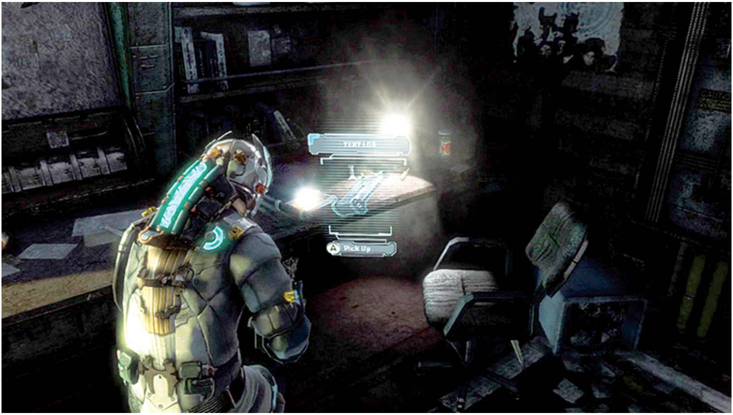
Follow the locator beam up a small ramp. As you go, a Necromorph jumps out at you. Another one comes up from behind. Kill both of them as well as a Lurker that appears and starts firing projectiles at you.



Climb up a short ladder and advance down a corridor. An exploder appears at the end. Shoot at its sac to blow it up. More Necromorphs come at you from both directions, so reload your weapons and lay into them. Be ready to use your med packs; it can get hairy here, as you have no room to maneuver. Don't forget to use stasis to slow down some of the enemies as well.



At the end of the corridor, use kinesis to open a large door and then enter a room with a workbench. As you move into this room, Swarm climb into a couple of corpses and turn them into Necromorphs. Shoot at them as soon as they begin to stand up so you can eliminate them before they can attack you.



In this same room, search a desk for a text log. Then collect any pick-ups. The workbench is also available if you want to do any upgrading.

//Text Log: “Planetside Confidential”

TRANSCRIPT BEGIN:

SCAF-ISC-31293 CMS-TERRA-NOVA.

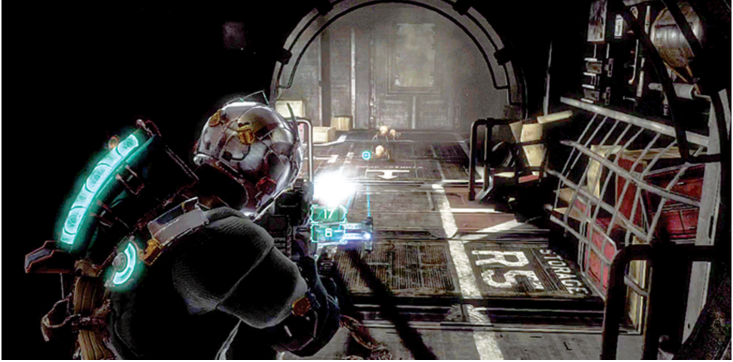
LJg Charles Sekowski: Sam, you have to check this out! Got this image from Tim Kaufmann planetside. Are those what I think they are?

LCdr Sam Kettle: What are you thinking?!? The captain is going to lose it if she finds you leaking confidential info like that!

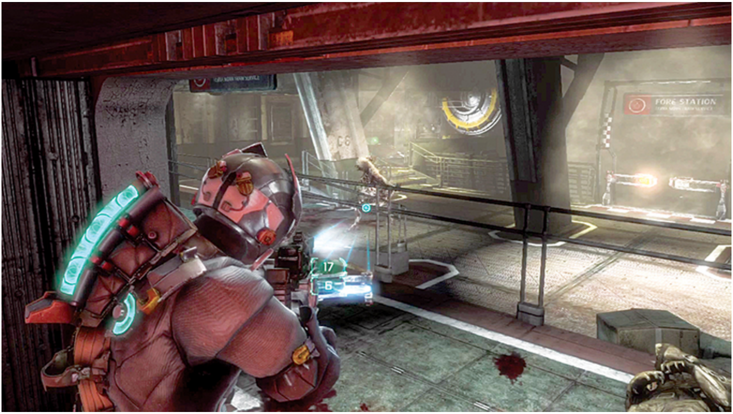
LJg Charles Sekowski: You think this is why they brought us all the way out here?

LCdr Sam Kettle: Stay out of it, Sekowski! The less you know, the better. Trust me.

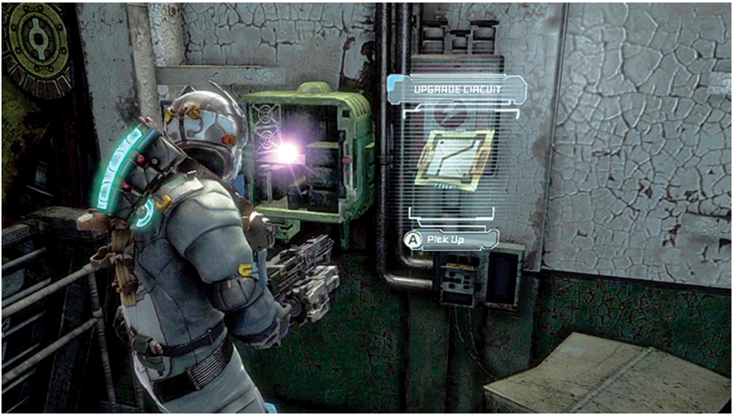
TRANSCRIPT END.



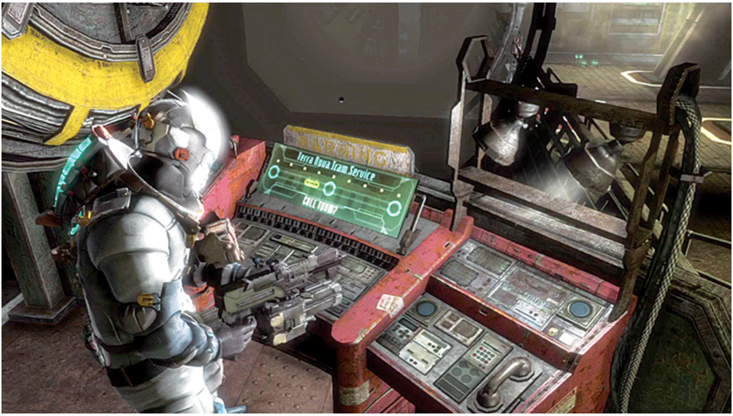
Move through the large doorway to enter a small corridor. Get your submachine gun ready as several Swarm jump out of a duct as you advance. Shoot them all, then use kinesis to open the door to the Fore Station.



As you open the door, a Pregnant Necromorph moves toward you. Its belly is full of Swarm, so avoid hitting it in the belly. Instead, shoot off its arms and then its head to kill it. If the Swarm are released, they will rush over to a couple of corpses and change them to Slashers. A second Pregnant slowly comes after you after the first one is defeated. Use the same tactic to kill it. If necessary, use stasis to slow down the Pregnants so you can carefully kill them without releasing the Swarm. There is a stasis recharge station along the wall of the room.



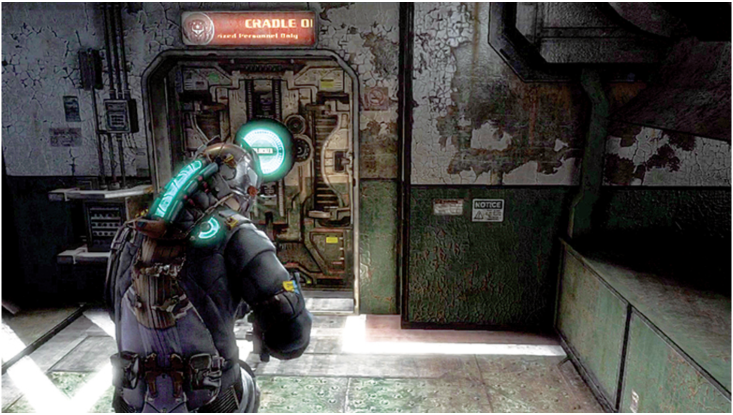
Move into the tram station and search the lockers for items. A circuit box is along the right wall. Be sure to check it and add a circuit to your collection. As you continue moving through the station, more Necromorphs drop down from the ceiling and attack. Finish them off.



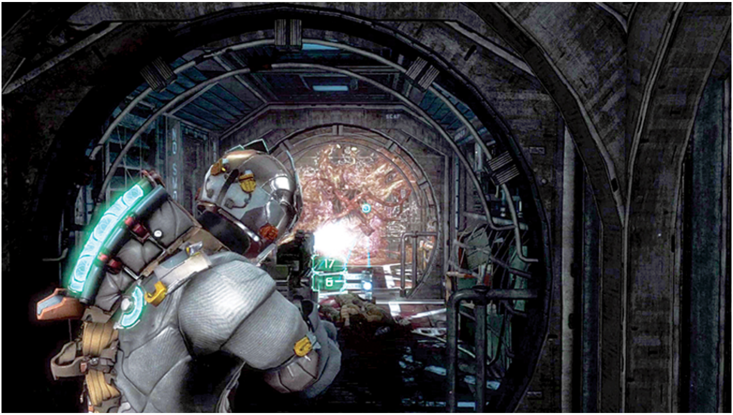
Make your way over to the tram controls and call the tram to the Fore Station. As the tram begins moving toward your location, the machinery comes to a halt. The tram has collided with an obstruction. You will need to clear it.

Unobstruct the Tram

I'm stuck here in the Fore Station until I can get the tram unblocked. There might be some cargo in the Terra Nova's hull blocking the tram's path.



Go through the door to the left of the tram controls to get to the Cradle Ops area. Climb up the ladder to get to an upper level, then follow a corridor around toward an elevator. Along the way you need to kill several Swarm that attack you.



As you make a turn to the right, you find a Guardian attached to the wall. It releases Swarm that come at you or animate a couple of corpses and turn them into Necromorphs. The way to kill the Guardian is to sever its tentacles. This can be tough since it moves and retracts them. Hit the Guardian with stasis to slow it down, then aim for those tentacles. Once it is defeated, pick up the spare parts box it drops. This contains several items you can use at a workbench.

Take the elevator to the left of the Guardian down to the cradle ops room. There is an audio log to the right and a workbench to the left. Listen to the audio and visit the workbench. By now, the scavenger bot should have returned with lots of resources. Plus, you can drop off the spare parts box. With all of these resources, you may be able to build a new weapon or upgrade your weapons with new circuits.

//Audio Log: “Not Many Runs”

Hey Commander, you there?

If you’re gonna ask about the cryo boxes, forget it.

Cryo boxes? These are coffins, Dietz! They’re freezing soldiers on the planet and stowing them in our cargo hold! What’s the story?

You know I can’t talk about it.

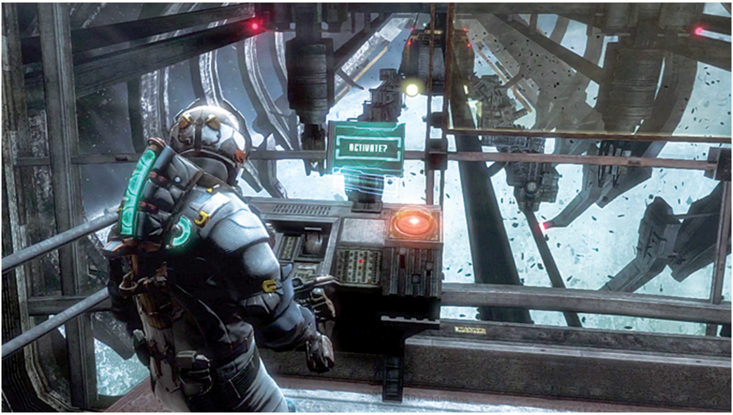
Valery, come on! You owe me, remember?

Look, I don’t know much more than you do. It’s the deep dig teams. They send them into that godforsaken hole and ... well, when they come back there’s ... there’s something wrong. Look, just get them stowed. I’ve got Mahad breathing down my neck.

Fine. But this isn’t going to end well. Mark my words.

My Buddy

Retrieve resources from a scavenger bot at a workbench in order to earn this award.



Search the area for more items and stomp on some containers. There is a text log on the central control panel as well as a compact directed ejection field weapon part to the left of the panel. Then move to the front of the room where the control panel is located. Activate the controls and get ready to clear the tracks for the tram.

/Text Log: “Kept in the Dark”

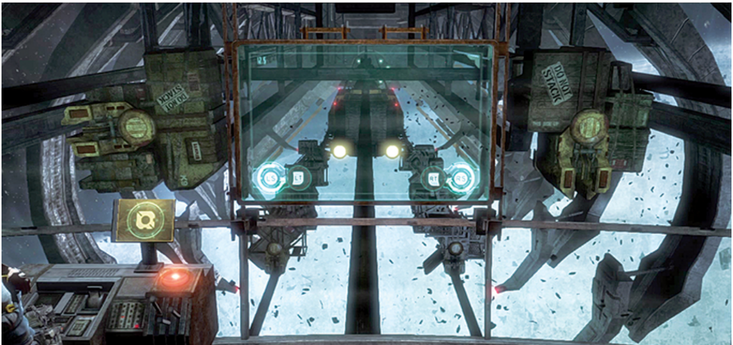
SCAF-ISC-30948 CMS-TERRA-NOVA

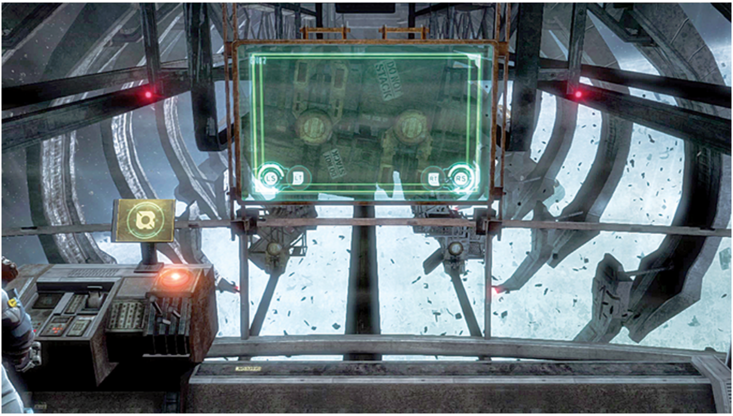
PERSONAL-LOG: Lt Kettle

The colonies are at war and we send an entire fleet to the middle of nowhere to find some funky rocks. What the hell are we looking for? A secret weapon?

Every day, they ship us strange things from the planet—artifacts, biological samples ... and dead soldiers.

I’m tired of being kept in the dark. It’s time I have a chat with Dietz.

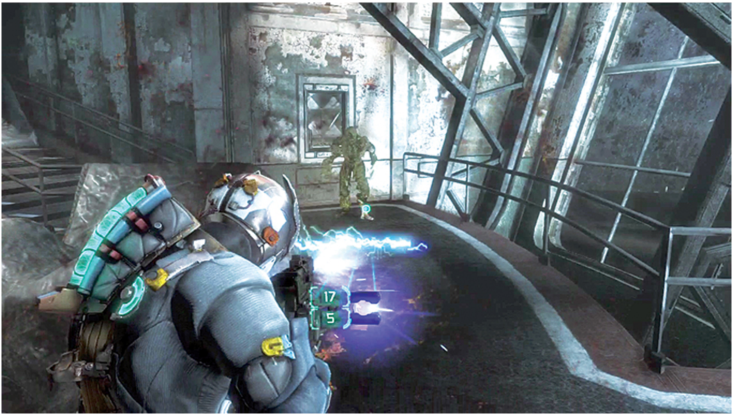




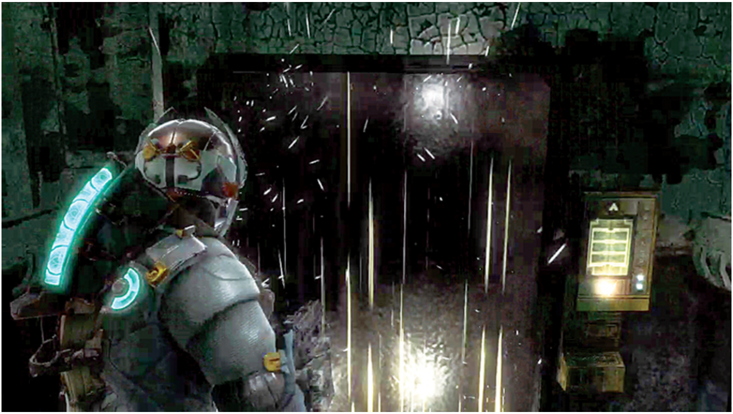
In order to clear the tracks, you have to take two pieces of cargo at a time and connect them together. This requires that you rotate each piece into the correct position, then bring them together. If they fit together, they will be lifted up into the cargo hull and the tram can move closer to the station. There are six pairs of cargo containers that you must match up to get the tram to the station.

Call the Tram

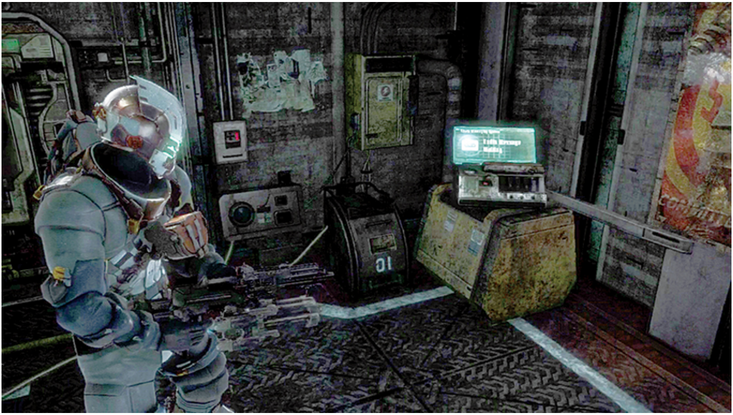
Tram is online and ready to take me to the Aft Station. I just need to return to the tram station and call it to my location.



As soon as the tram track is cleared, Pukers rush into your area and begin attacking. They come from four different ducts to try to surround you. There is a stasis recharge station in the room, so use stasis to slow down these enemies and keep them from launching acid at you. Once they are eliminated, head for the elevator. Just be ready to fire because there is a Necromorph inside, waiting to ambush you.



Enter the elevator and press the controls. However, the elevator is malfunctioning and drops out of control. Instead of taking you back where you were, it opens up in the lower section of cradle ops.



Look around this area for an audio player and listen to an audio log. Then head through the doorway and out onto some catwalks. Isaac plays back a video from the time he was on Titan. He talks about using kinesis for attacking. Climb up a ladder and then use kinesis on a dead Slasher to pull off one of its blades. Then launch it at the corpse. This can be an effective way to attack when you are running low on ammo since kinesis never runs out of energy.

/Audio Log: “Terra Nova 2”

Tucker Edwards, can you come to Cradle Ops? I need your help with the incoming cryo boxes. Hey Tuck? You there?

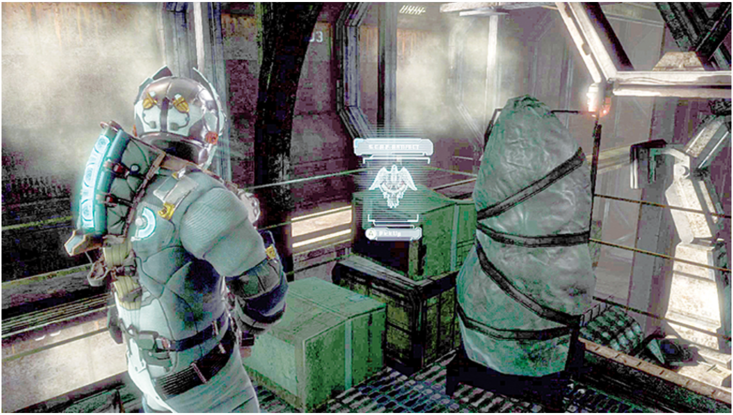
Aw, screw off, Sam! My job was flying your asses over here, not wiping ’em once we arrived.

You’re a lazy prick, Tucker. You know that, right?

I come from a long line of lazy pricks, Sam. Get Sekowski to help you with your monster farm. That little brownnoser will do anything to impress the Commander.

This mission is a group effort, Tucker. And one of these days, you’re going to have to take one for the team.

One of these days, Sam. But not today.



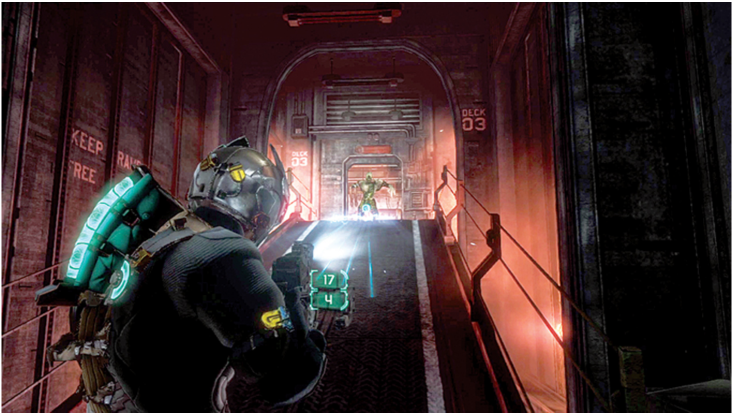
After testing out the kinesis attack, look around the area to the side of the ladder on the upper catwalk to find an artifact to add to your collection.

//S.C.A.F. Artifact 4

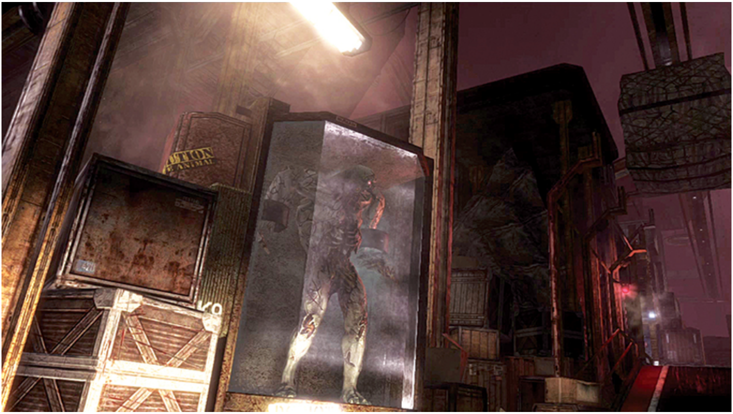
OFFICER’S LOG: Cdr Valery Dietz

The CMS Crozier brought up a second load of artifacts from the planet’s surface. I asked Adm Graves what the protocol was for proper handling and stowage but she just shrugged.

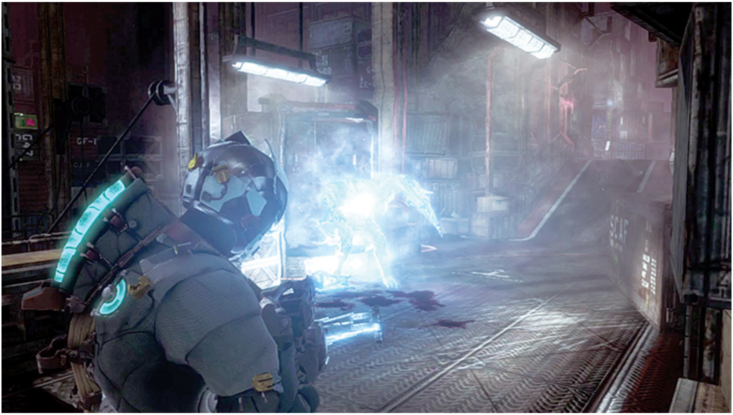
Until we hear otherwise, I’ve ordered them stored with the rest in the Terra Nova cargo hold.



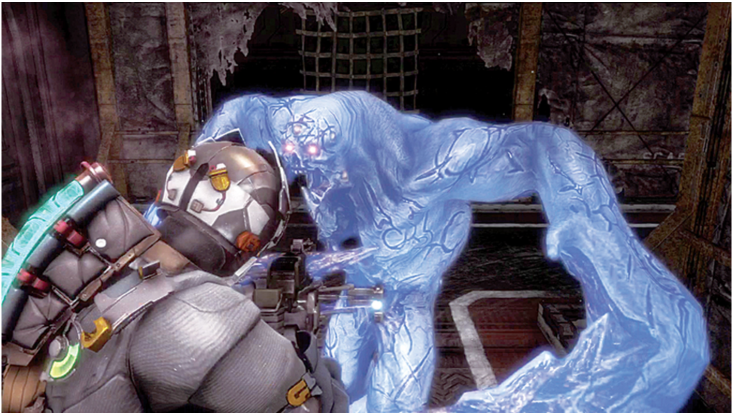
Continue through the next door and begin heading up a ramp. A Puker appears at the top. Start firing at it before it can launch acid at you. After it is down, move the rest of the way up the ramp and then move through a small room to a door that leads out into the cargo hull area where you were earlier.



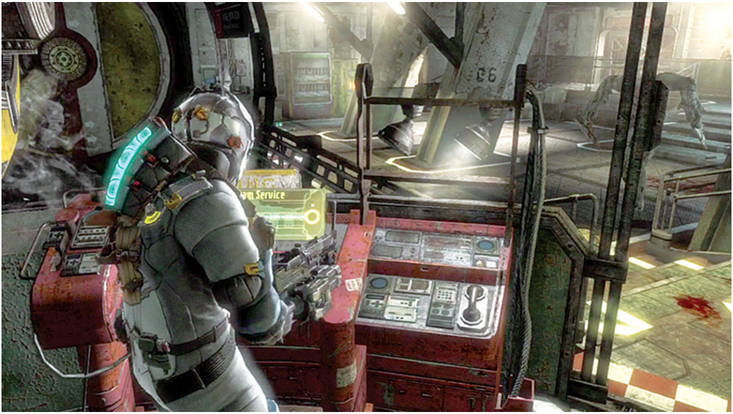
Climb down the ladder and begin heading back toward the tram station. However, one of the cargo pieces you brought aboard as you were clearing the tracks contains a Necromorph that escapes as you approach. You notice that both of its arms are severed as it escapes. Yet while you are watching it, both arms regenerate. This Ubermorph can't be killed. You can damage it, but after a few seconds it will fully regenerate and continue attacking.



Hit it with stasis and then run past it up the ramp. Take out some Slashers that jump out at you. If the Ubermorph comes up behind you, use stasis on it again. Climb up the ladder and keep moving as quickly as possible.



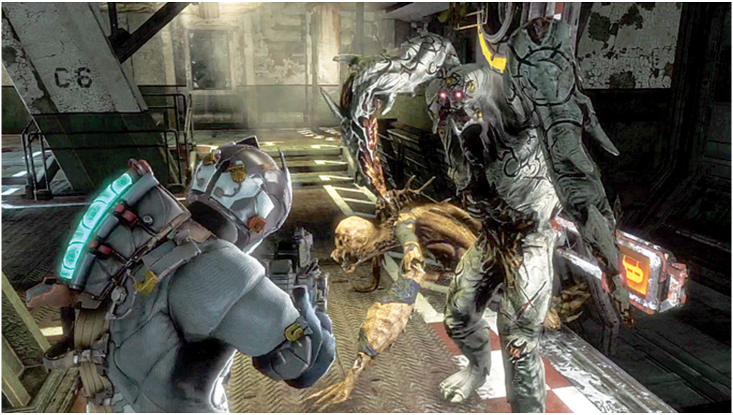
Just when you think you have left it behind, the Ubermorph jumps out in front of you. Use stasis and then keep running. Continue all the way to the large door where you must use kinesis to open it. Don't waste time trying to attack this Necromorph. Keep going all the way to the tram station.



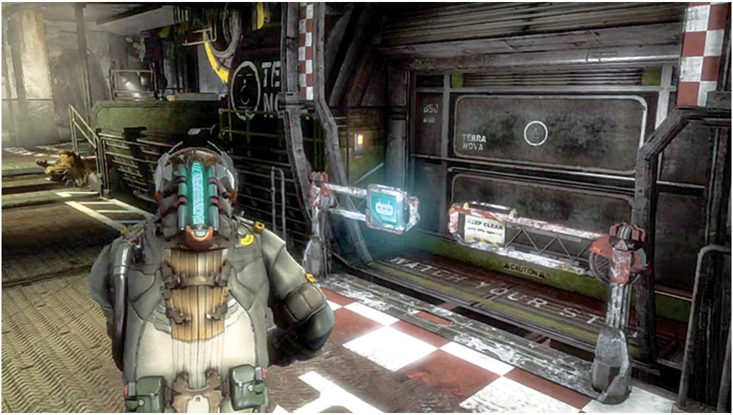
When you get to the Fore Station, rush over to the control panel and activate it so the tram will start moving toward your location.

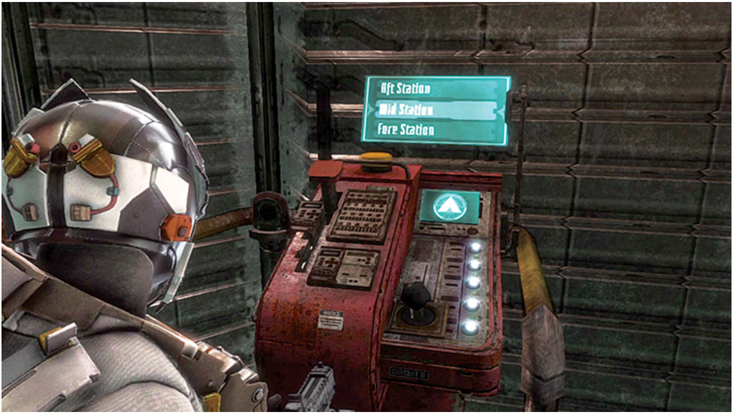
Board the Tram

This tram will take me to the Mid and Aft Stations of the ship. Time to get onboard!



More Necromorphs join in the attack. Keep moving around the station as you attack to avoid being damaged. By this time, a second Ubermorph arrives. Keep up the attack and move along, using shots of stasis to stay alive. You will probably need to use your med packs to stay healthy during this as well.

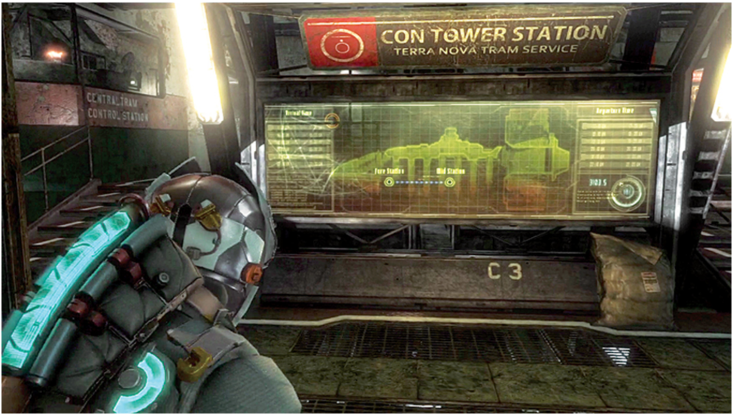




As soon as the tram arrives, get aboard. The Necromorphs can't follow you. You are now safe—for a bit. Move to the front of the tram and activate the controls. You can only select Mid Station.

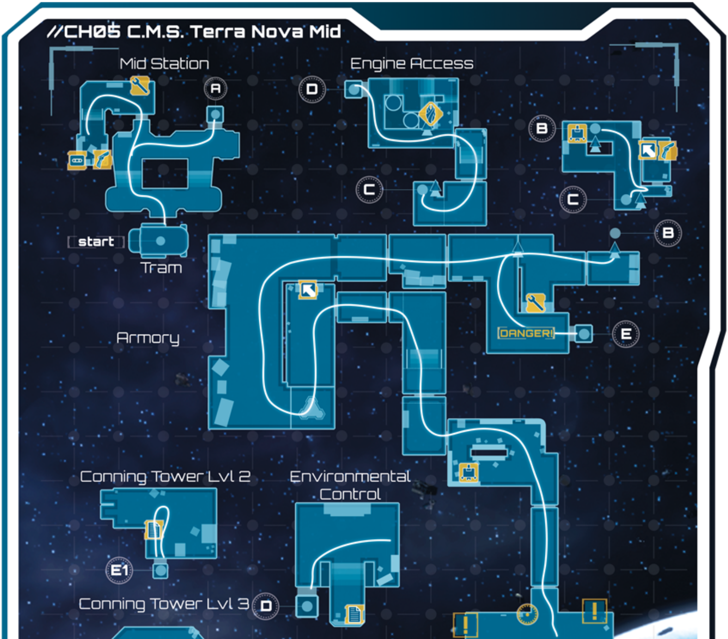
Locate the Shuttle Bay

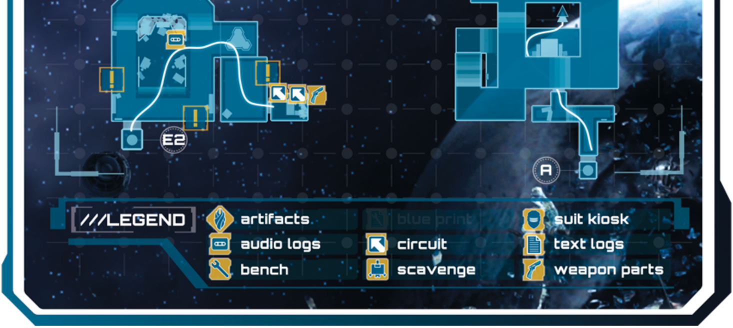
The Terra Nova manifest shows that the Crozier is located in the Aft Section shuttle bay. I can holy hope that it's not there for repairs. Without this shuttle, we may be stuck aboard these derelict ships for the rest of our lives.



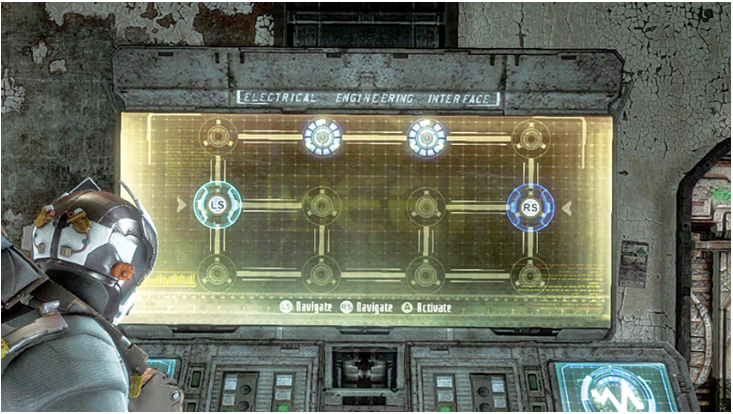
If you want to complete the optional quest at the Conning Tower, get off at the Mid Station. Otherwise continue on to the Aft Station.

Optional Quest: Conning Tower

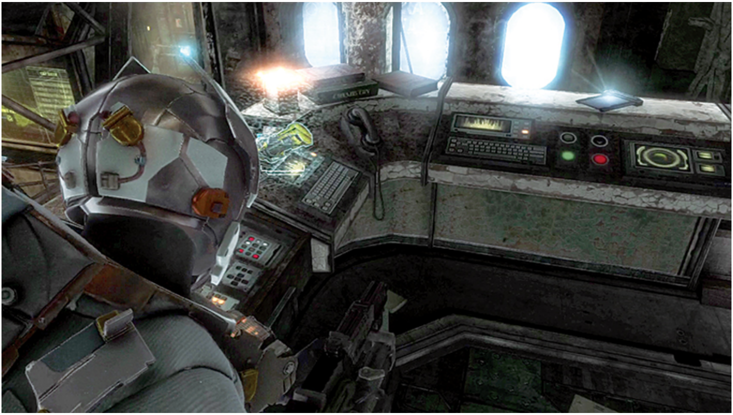




Click here for interactive maps



The doors at the Mid Station are all locked. Therefore, walk up to a control panel on the left side and complete the electrical engineering interface to connect the power to the doors and unlock one of them.



When the door is unlocked, open it and enter a room with a workbench. Search the lockers and then head up some steps to the left to a control room where you can find a conic dispersal weapon part as well as an audio log and a key card.

//Audio Log: "Tram Radio 2"

I'm ... I'm sorry Tucker. But you heard Mahad's announcement. We're facing a Scenario Five situation.

Scenario Five? What the hell does that even mean?

It means you have to die. We all do. If we don't, he'll just send someone over to do it for us.

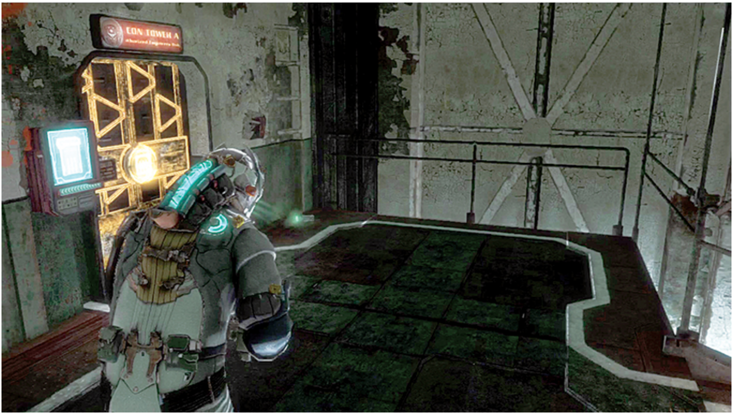
Come on, Valery. Just put that down. They don't have to know ...

I'm sorry! I'm ... so sorry ... I ...

I'm sorry, too, Commander. And if any one of them jacked up jarheads tries to come for me, they'll be sorry too.

Investigate the Conning Tower

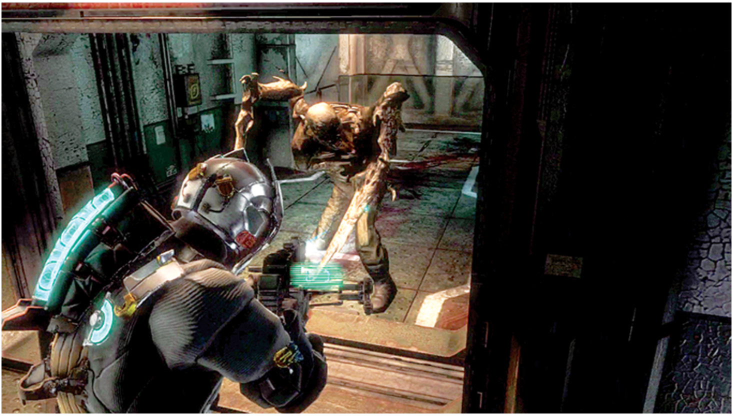
This keycard I found—it looks like it unlocks the Conning Tower of the Mass Driver. Buckell's research in the S.C.A.F. manifest revealed there may be some valuable munitions stashed up there. I should take a look, when I have the chance.



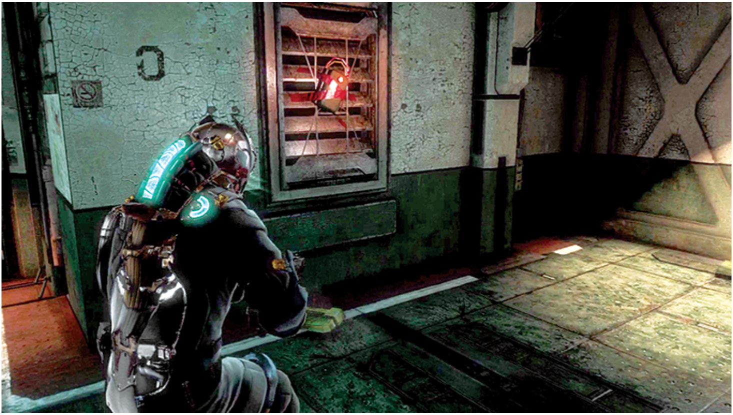
Now that you have the keycard, return to the Mid Station and then turn to the left and move to the locked elevator leading to the Conning Tower. The keycard unlocks the elevator so you can call it down and enter it. Activate the controls and the elevator begins moving up. As you are riding it, a voice comes over the loudspeaker.

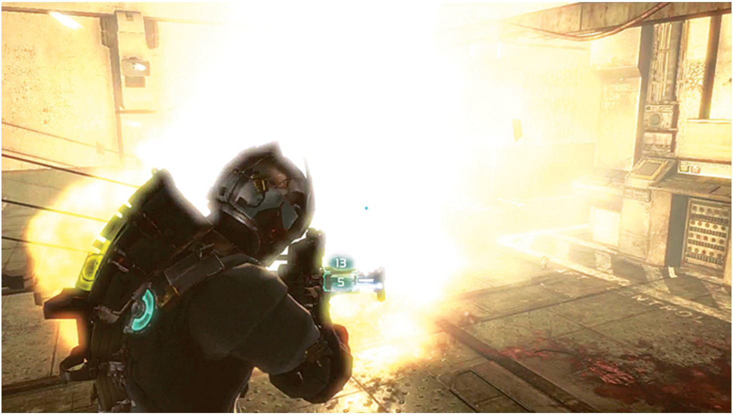
Locate Edwards

The messages I'm hearing from Edwards—I have to assume they're prerecorded. But what if they're not? Is it possible people have survived in these ships, after all these years? Whoever this Edwards guy is, he seems to be hiding something….

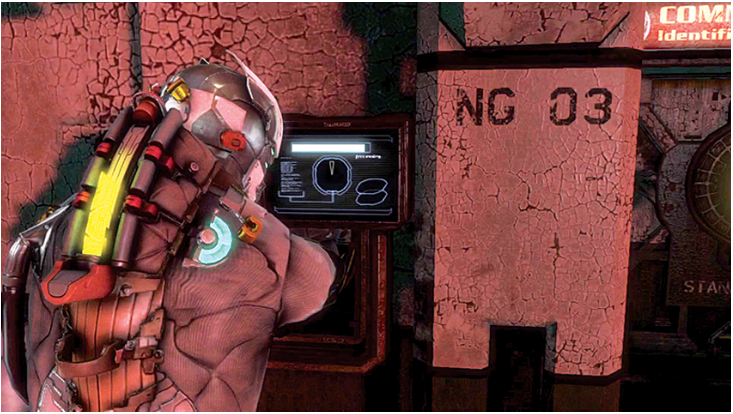


Exit the elevator when it comes to a stop. Then follow the corridor around to a large door. Open it and enter another room. However, watch out for Slashers that like to sneak up behind you and attack. Once they are neutralized, search the lower level of this room, then climb the ladder and check out the upper level catwalks before opening a door to the Communication Den.

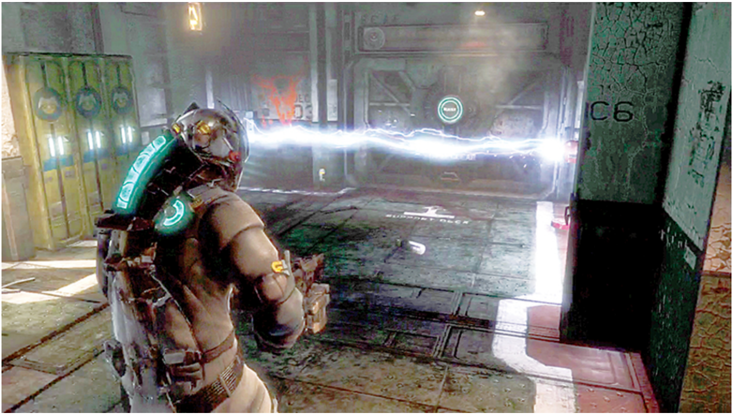


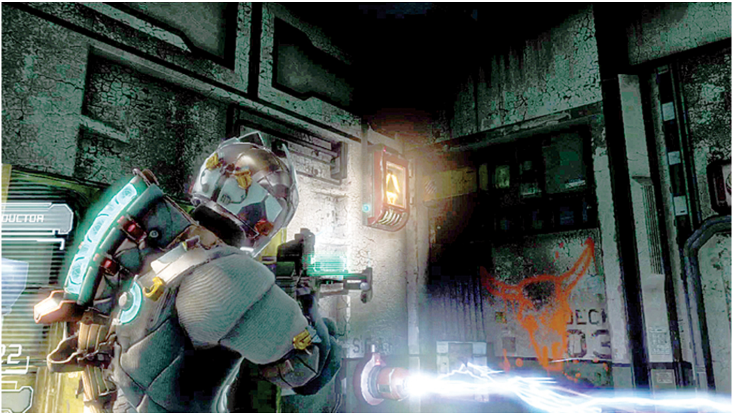


When you try to open the door, it zaps you and then the explosives in the room are armed. Stay away from these devices, which are located on ducts and walls. The explosions also bring all types of Necromorphs into the room. There are several explosive canisters on the lower level that you can use to blow up enemies. The blue canisters contain stasis, so use kinesis to launch them at enemies to slow them down. These canisters can slow down several nearby Necromorphs since they have a blast radius.

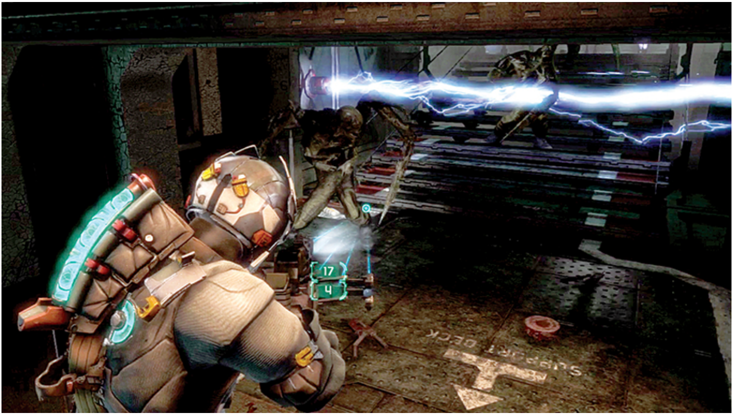


Once you have defeated all the enemies, open the control panel to the left of the locked door and hack the controls to open the door. Continue through a control room, searching some lockers along the way and then moving through a doorway into the next area.

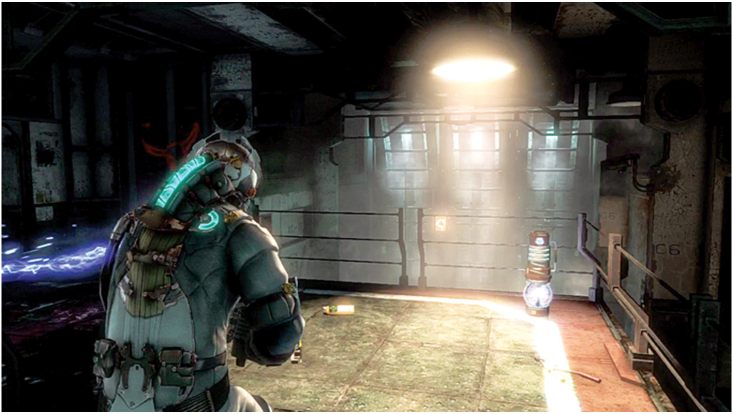




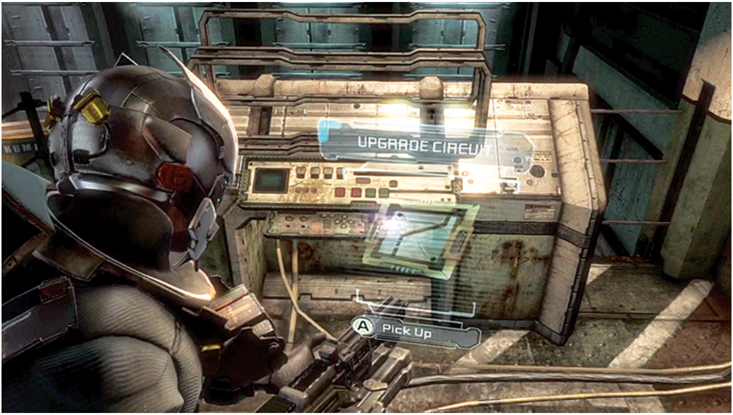
A large arc of electricity is blocking your way to the next door. Buckell provides a solution. Look for the control box on the wall to the left side of the electric trap. Shoot at the control box to stop the electricity from arcing so that you can go through the door into the next area.



The next room has more electricity as well as Slashers. Kill the Slashers and then shoot at the control box that is along the right wall.

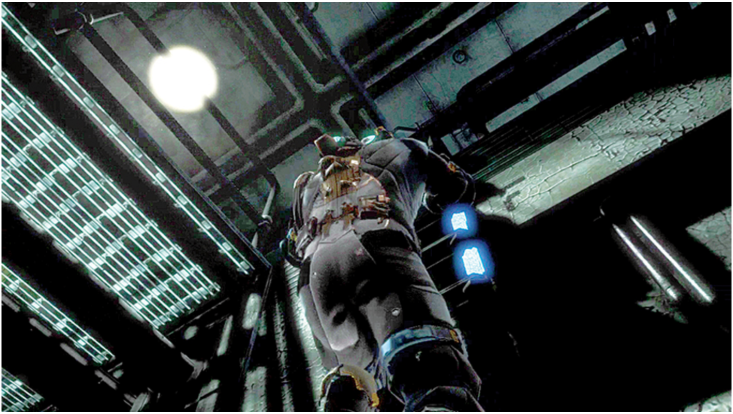


Head up the steps to come across another electricity trap. This time the control box is a bit farther away. Look out over the railing and shoot across the room to hit it and clear the way. Search the lockers in the next room before continuing through another doorway.

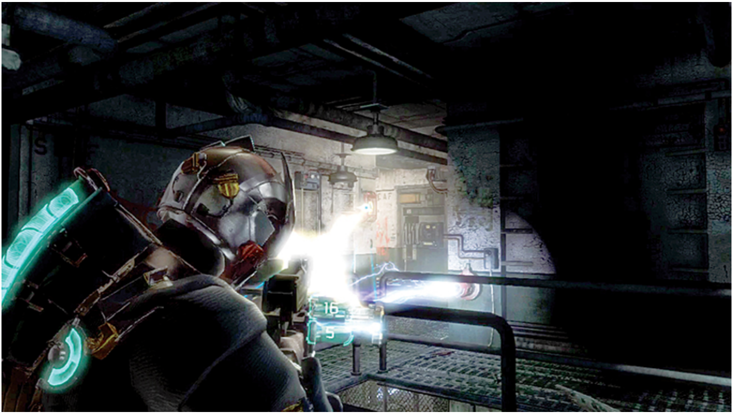


You emerge onto an elevated walkway. Turn to the right and move to a console where you can find a circuit. Now turn around, climb onto a cargo lift, and ride it to the lower level of this room.

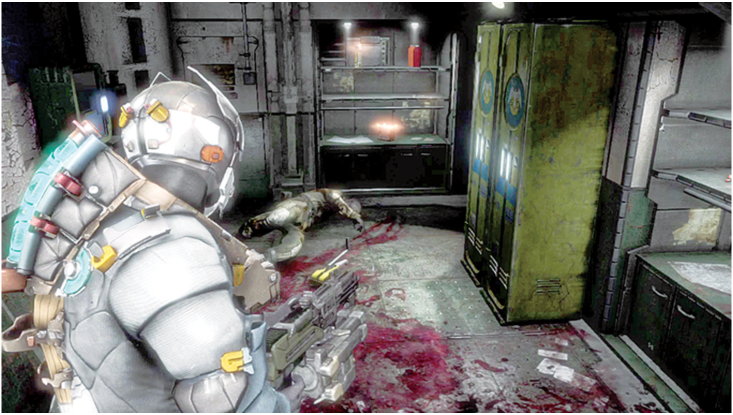
As you begin advancing, Slashers jump out of nowhere to attack. Back up toward the cargo lift as you fire at them. Then follow the corridor around to a door. Open it and engage another Slasher that attacks there. Move through another door to a larger room. When you arrive, you find the gravity of some of the plating has been reversed, so your path to your objective is blocked. You will have to find a way around it or else restore gravity to those plates.



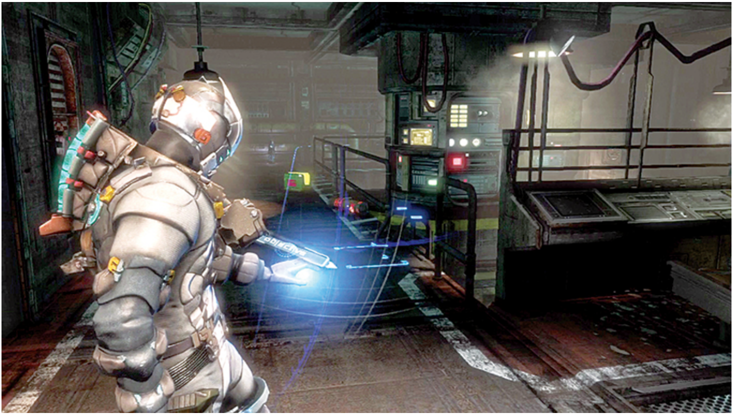
Climb down a ladder to a lower corridor where a workbench is located. If you don't already have a torque bar, construct one and use any of the upgrades you have collected. When you are through, move through a doorway and then climb a ladder back up to a higher level, where several Necromorphs attack you. Kill them.



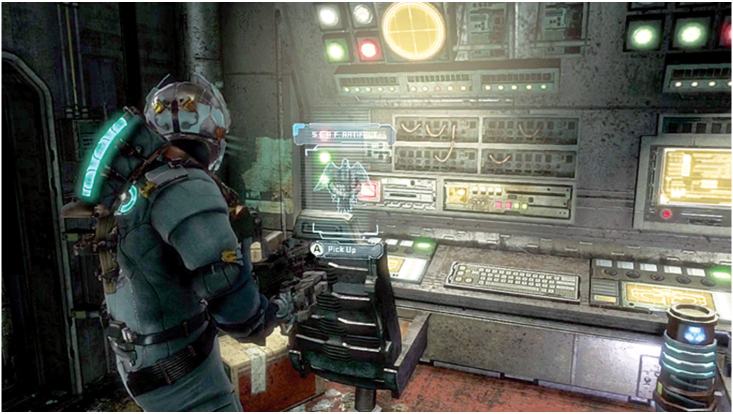
Once they are defeated, fire at the control box to the right of the electrical trap to shut it down. Then continue to follow the locator beam around to another ladder.



Before you go down the ladder, use a torque bar to open the room near the ladder. Inside you can find lots of items including a circuit and a rotator cuff module weapon part.



Descend the ladder and fire at a control box to disable another trap. Kill a couple of Slashers that rush to attack you. This is a good time to use stasis since you have little room to maneuver and Slashers are fast. When they are defeated, continue advance through some corridors to a control room.



Climb down the stairs to the lower level to find an artifact on one of the consoles. Once you have it and have searched the lockers, head up the stairs and continue to the elevator.

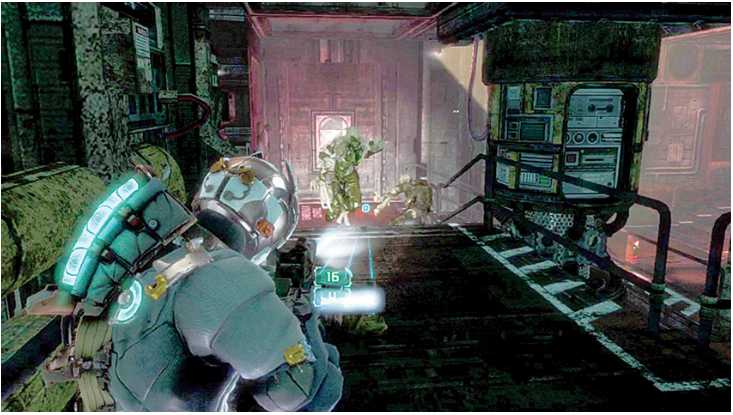
//S.C.A.F. Artifact 5

OFFICER'S LOG: Cdr Valery Dietz

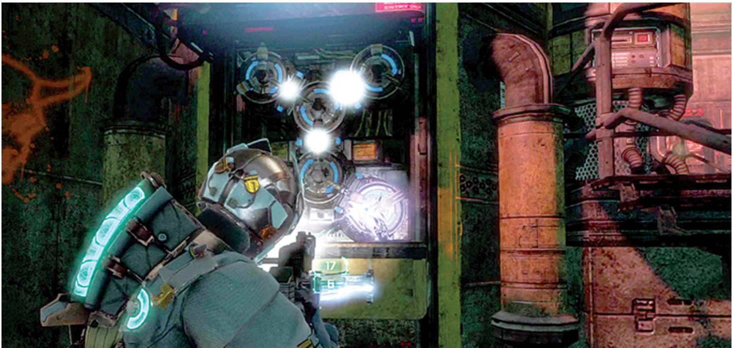
The planet's storm systems have everyone working sleepless nights. All hands must be available at a moment's notice to accommodate shuttle flights to and from the dig sites.

It's served to create a great deal of tension among the crew since we brought the first batch of artifacts aboard.

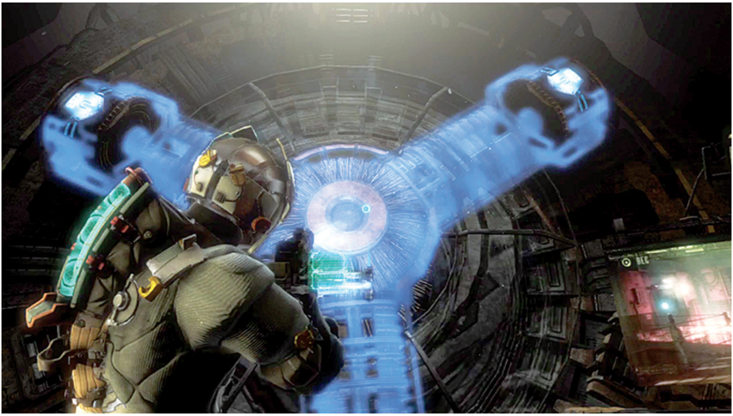
Several of the crew have been sent to sick bay with complaints of headaches and loss of concentration. To make matters worse and despite orders to the contrary, I suspect the crew have been discussing the details of our cargo with other personnel. These rumors only serve to exacerbate the situation and I will not stand for this kind of behavior on my ship.

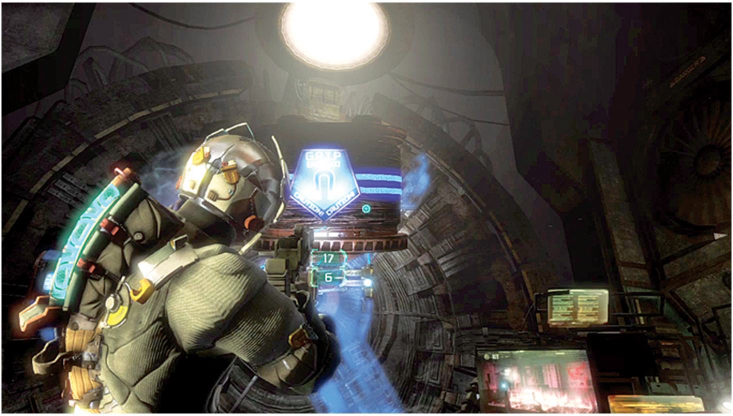


When you try to call the elevator, Edwards arms explosives in the room again. This brings in a lot of Necromorphs. Remember to use stasis to slow down the attacks and watch for attacks coming from multiple directions.

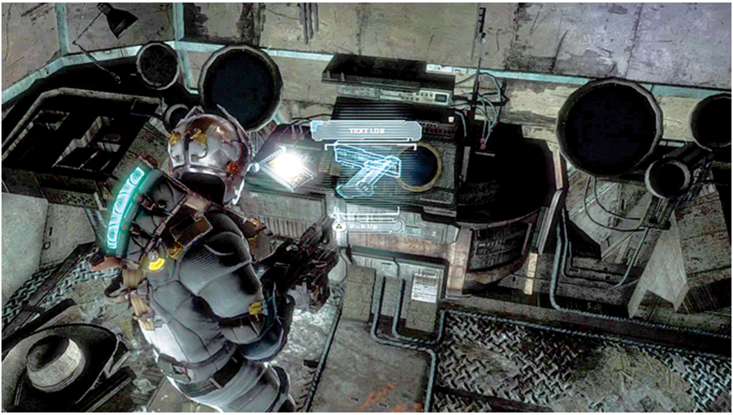


After the Necromorphs have been neutralized, head down the ladder to the lower level and use kinesis to manipulate six controls. Rotate each of them so that you have similar connections between each where they touch and a current is running through all five intersections. This overrides the quarantine and allows you to access the elevator.





The elevator takes you to the gravity generator room. There are large turbines in here. Take aim at the one by the control panel and slow it down with stasis. Then use kinesis to remove the three coils from the ends of the turbine blades. This stops the reverse gravity on some of the floor panels that is blocking your access to environmental controls.

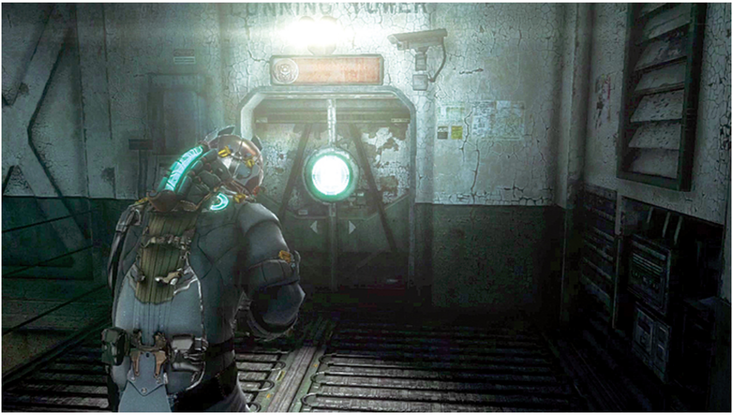


Before you head back to the elevator, walk down the ramp and pick up a text log. Then return to the elevator and take it back down to the control room. Backtrack the way you came, using the locator beam for guidance. Watch out for Necromorphs along the way.

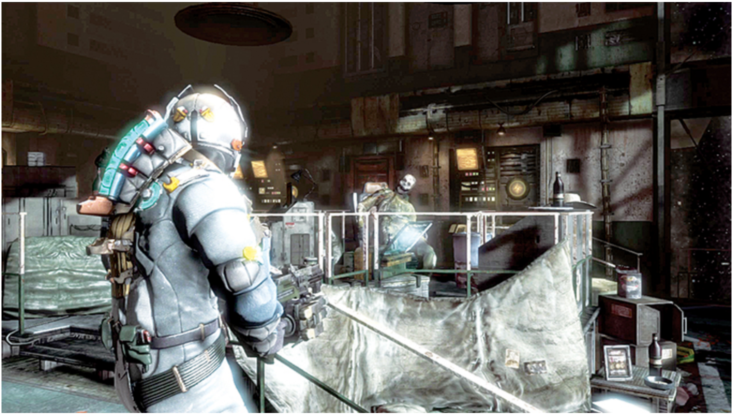
//Text Log: "Personal Log: Lt Edwards"

SCAF-ISC-31024 CMS-TERRA-NOVA

Having nightmares about Dietz. Feel dead inside. But I'm still breathing—and that's what counts, right? Cross-wired power generator to over-clock gravity pads. Trap is set. How much longer do I have to wait? Come and get me!!!



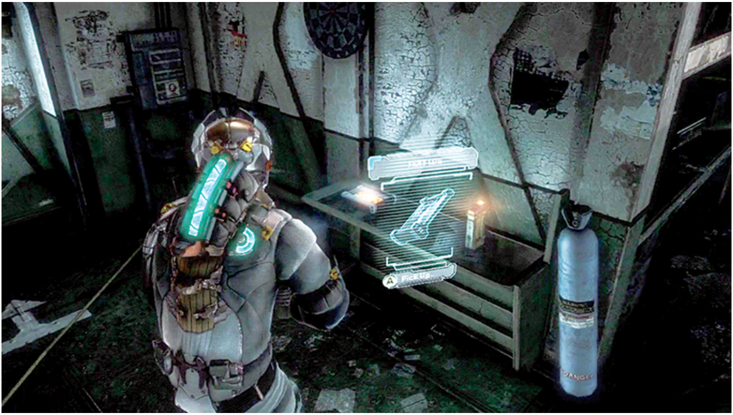
Eventually you return to the catwalks that lead to the elevator to the Conning Tower. Call the elevator and go to level 3.



When you arrive at the Conning Tower, you find Edwards long dead. Listen to an audio log and add it to your collection. Head up the cargo lift to get to the supply room. However, it is locked and you need the key.

Find the Supply Room Key

The supply room is locked up tight, and the key wasn't on Edward's corpse. It might be located on the second floor.



Return to the elevator and ride it down to level 2. This bunk room contains the access key to the supply room as well as a text log and several items. Pick them up and then return to level 3.

//Text Log: “Edwards’ Diary”

Text Log: “Edwards’ Diary”

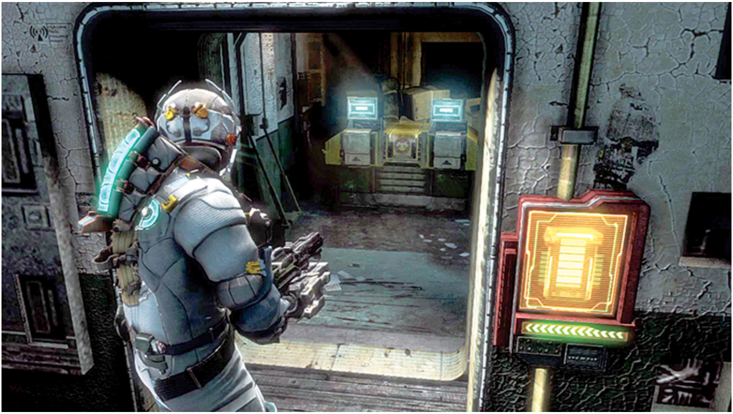
SCAF-ISC-30904 CMS-TERRA-NOVA

PERSONAL-LOG: Lt Edwards

LJg Chuck Sekowski: Hated Country music. Bugged the shit out of me. A better man than I ever was.

Cdr Valery Dietz: Too serious. Cute smile. Why didn’t we ever hook up? I’m sorry I killed you.

LCdr Sam Kettle: Workaholic asshole. The best of us. I wish we could have been friends.



When you get back to the Conning Tower, take the cargo lift up to the supply room and use the key to open the door. Inside, open the storage container to find two circuits, a medic support weapon part, and some spare parts boxes.

As you descend the cargo lift, Edwards's program detonates all remaining explosives and this just brings in more Necromorphs. There are some stasis canisters in this room, so put them to good use. Once the area is clear, return to the elevator and take it down to level 1.

ISAAC'S LOG

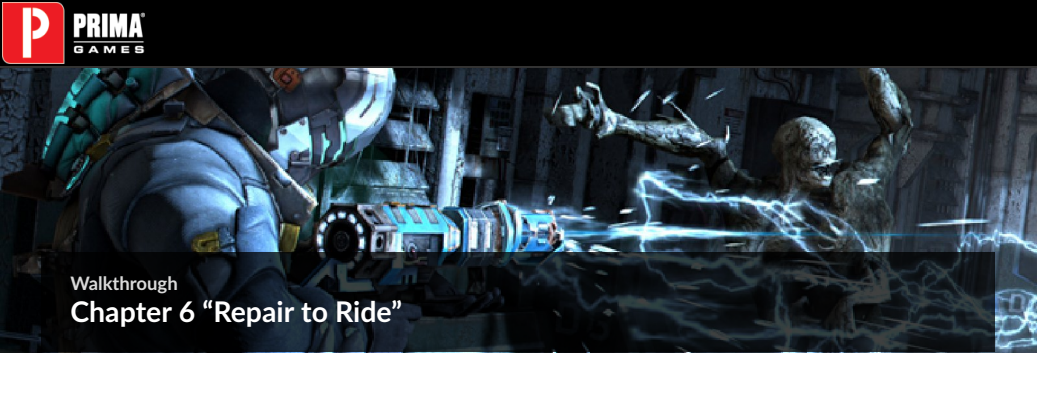
After getting all of the goods from the supply room, I stopped by the first workbench I passed on my way out of the Conning Tower. I had enough parts and resources to construct a force gun with both a top and bottom weapon. The difference was the tips. One had a precision tip while the other had a compressor tip. The precision tip gave a lot of damage in a small area while the compressor spread it out and pushed back enemies, while causing less damage. I used it on the way back to the tram station with a lot of success.

Escape the Conning Tower

Edwards sure was a son of a bitch. He rigged the Conning Tower with explosives—and now that I'm stuck here, he's activated them to explode? Got to get out of here!

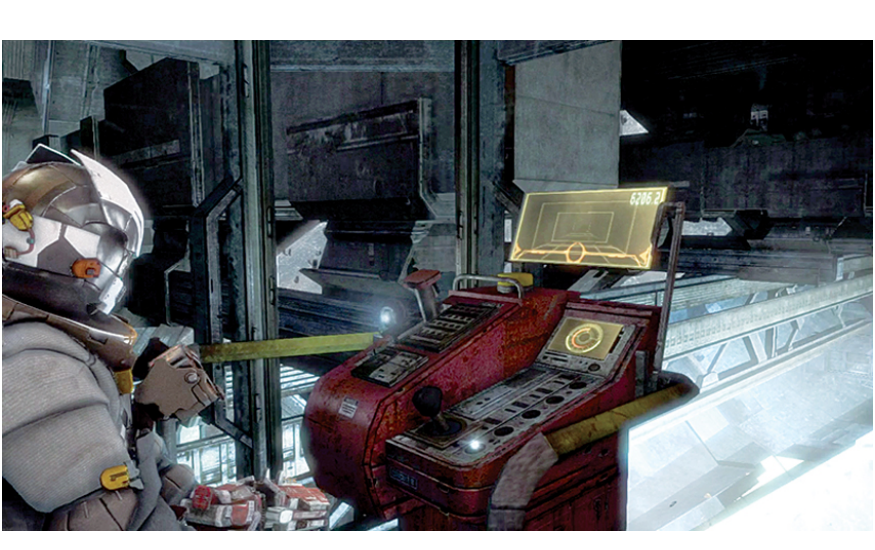
WATCH YOUR STE

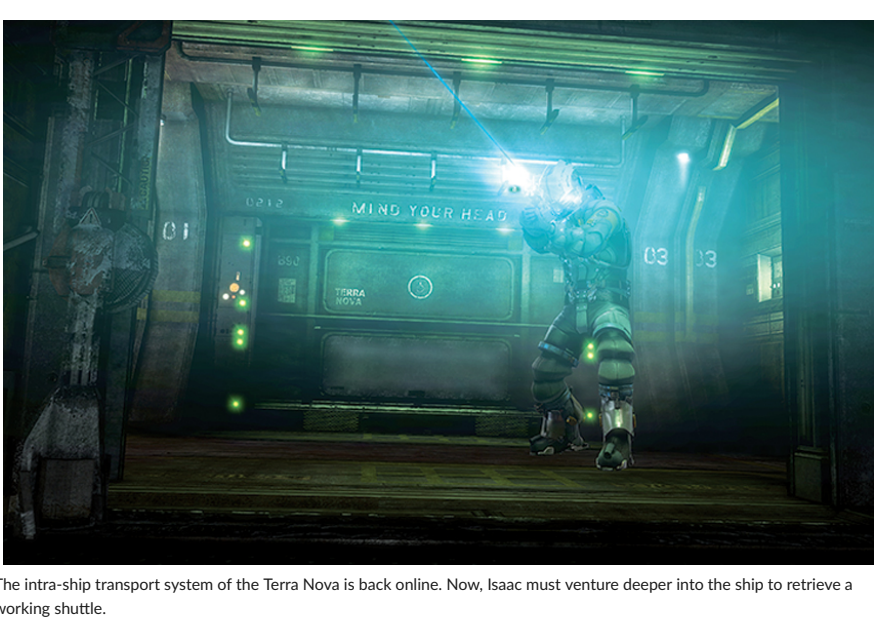
Backtrack all the way to the tram station using the locator beam for your guide. You run into some Necromorphs along the way. Kill them before continuing on and be sure to collect any pick-ups they leave behind. One you get back to the tram station, climb aboard the tram and take it to the Aft Station, where the shuttle is waiting.



Walkthrough

Chapter 6 “Repair to Ride”

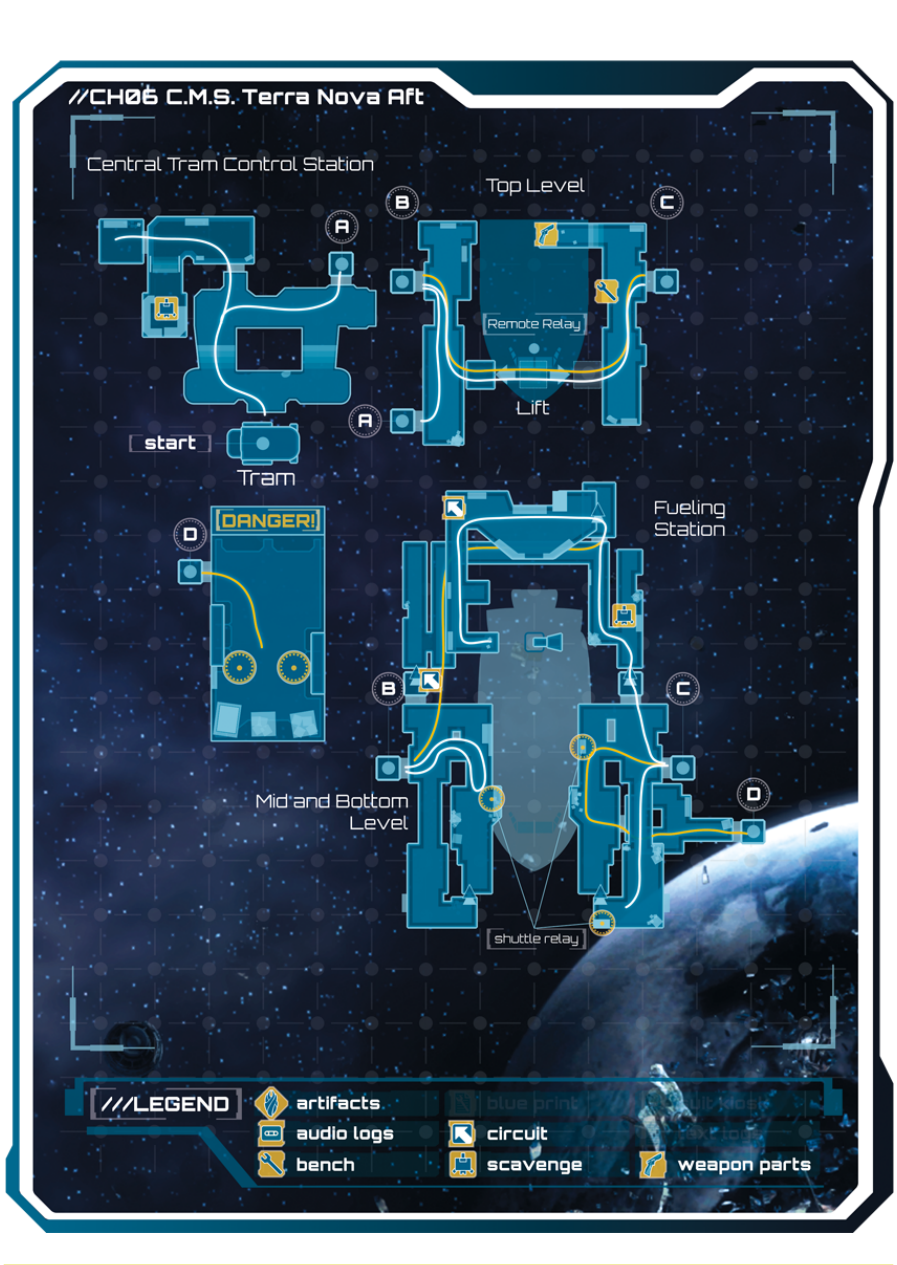




The intra-ship transport system of the Terra Nova is back online. Now, Isaac must venture deeper into the ship to retrieve a working shuttle.

Level Stats

- Total Artifacts: 1
- S.C.A.F. Artifacts: 1
- Total Logs: 1
- Audio Logs: 1 (at Mid Station)
- Weapon Parts: 1
- Circuits: 2

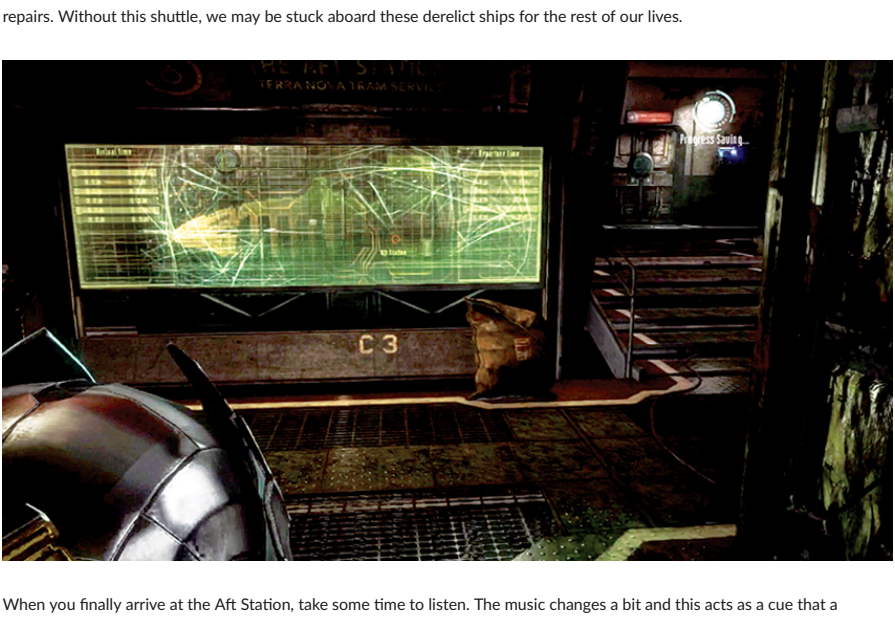


Click here for interactive maps

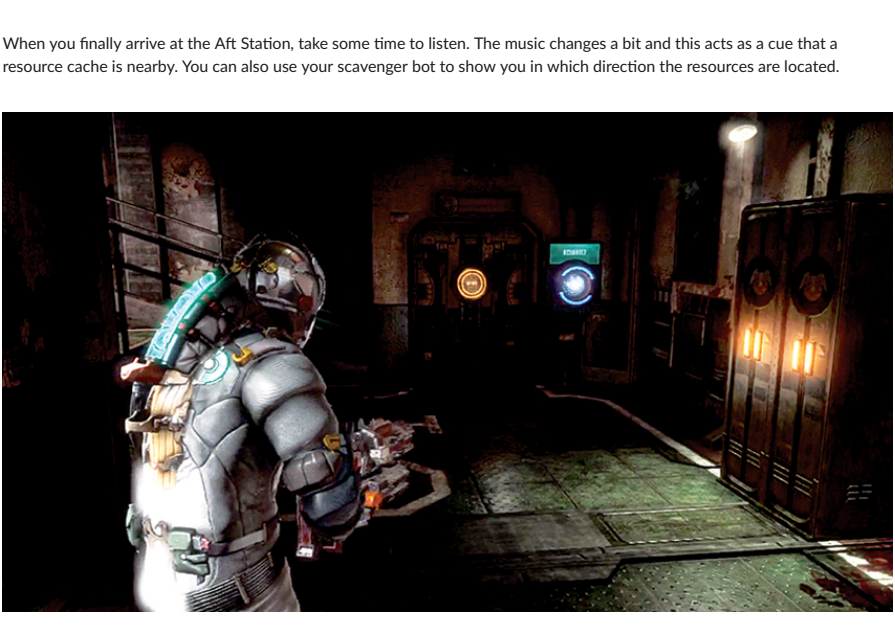
CMS Terra Nova Aft Station

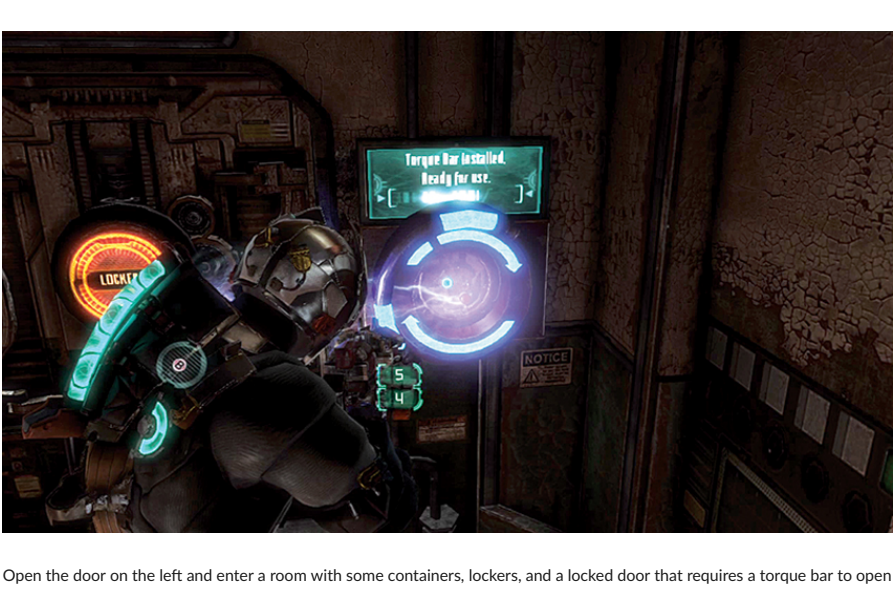
Locate the Shuttle Bay

The Terra Nova manifest shows that the Crozier is located in the Aft Section shuttle bay. I can only hope that it's not there for repairs. Without this shuttle, we may be stuck aboard these derelict ships for the rest of our lives.



When you finally arrive at the Aft Station, take some time to listen. The music changes a bit and this acts as a cue that a resource cache is nearby. You can also use your scavenger bot to show you in which direction the resources are located.

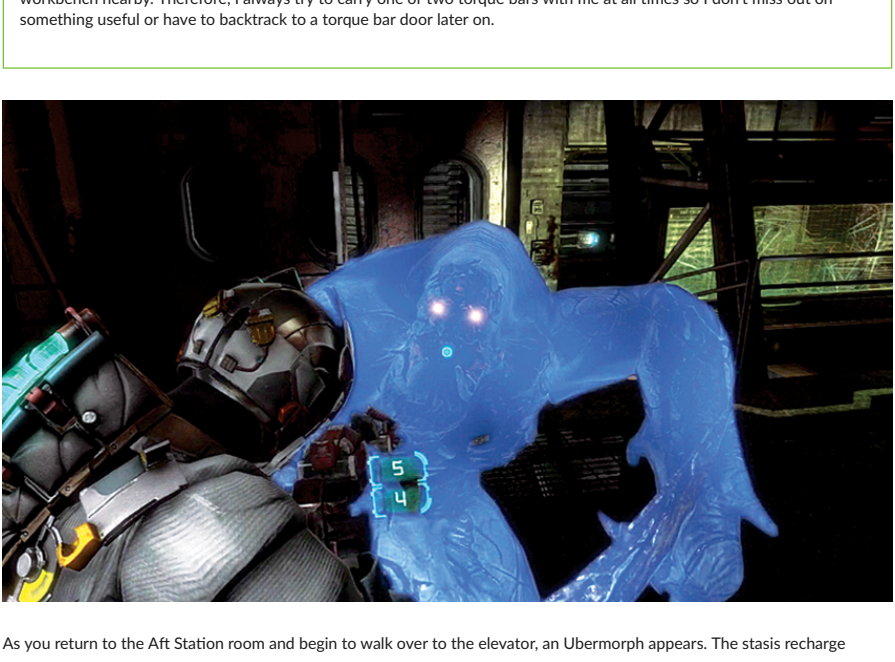




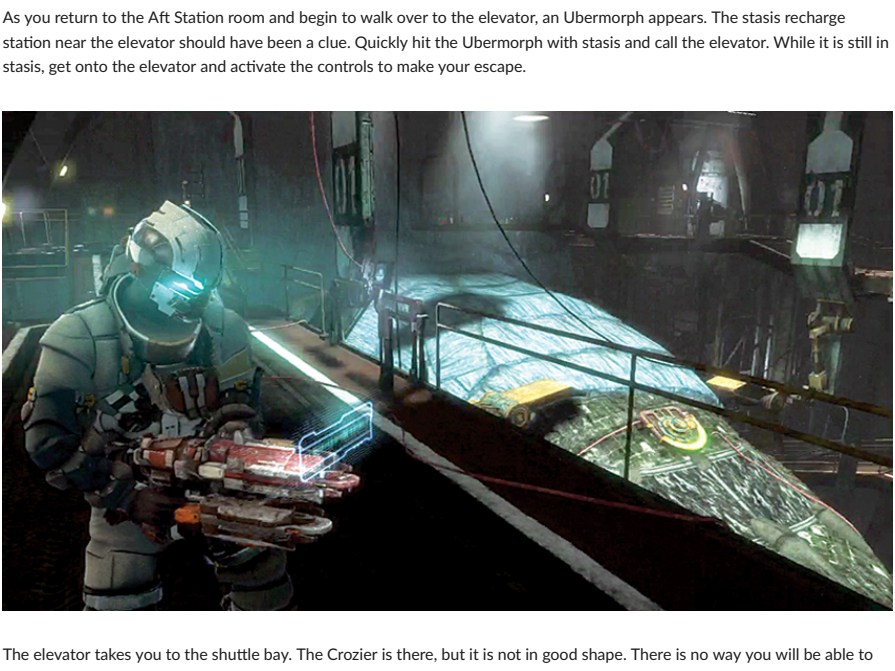
Open the door on the left and enter a room with some containers, lockers, and a locked door that requires a torque bar to open it. If you have a torque bar that you already crafted at a workbench, you can use it now to open the door. Inside you find several resources that you can use when you next visit a workbench.

ISAAC'S LOG

Rooms behind a torque bar door always contain resources. They are like loot rooms. However, there is not always a workbench nearby. Therefore, I always try to carry one or two torque bars with me at all times so I don't miss out on something useful or have to backtrack to a torque bar door later on.



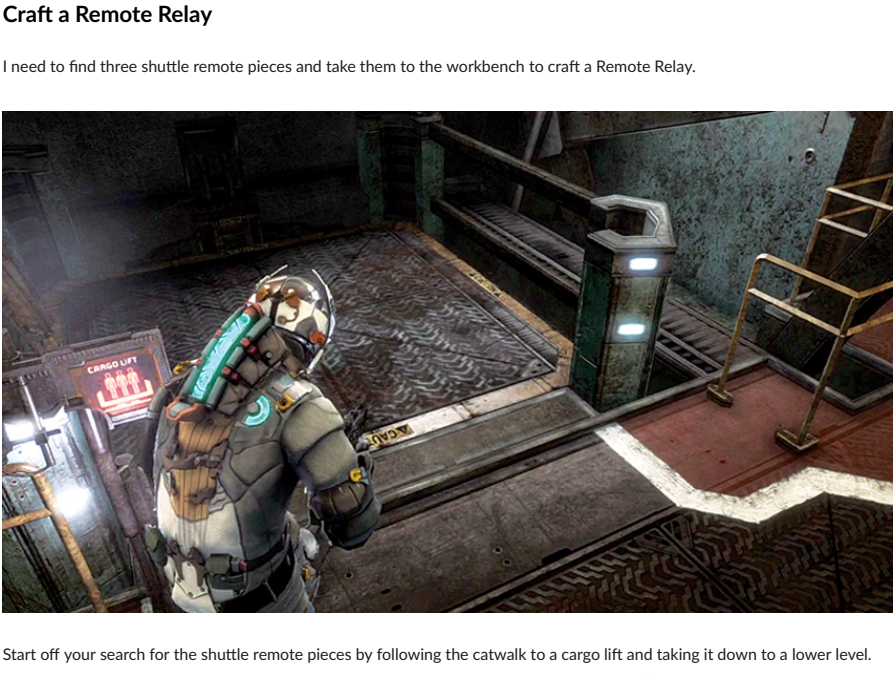
As you return to the Aft Station room and begin to walk over to the elevator, an Ubermorph appears. The stasis recharge station near the elevator should have been a clue. Quickly hit the Ubermorph with stasis and call the elevator. While it is still in stasis, get onto the elevator and activate the controls to make your escape.



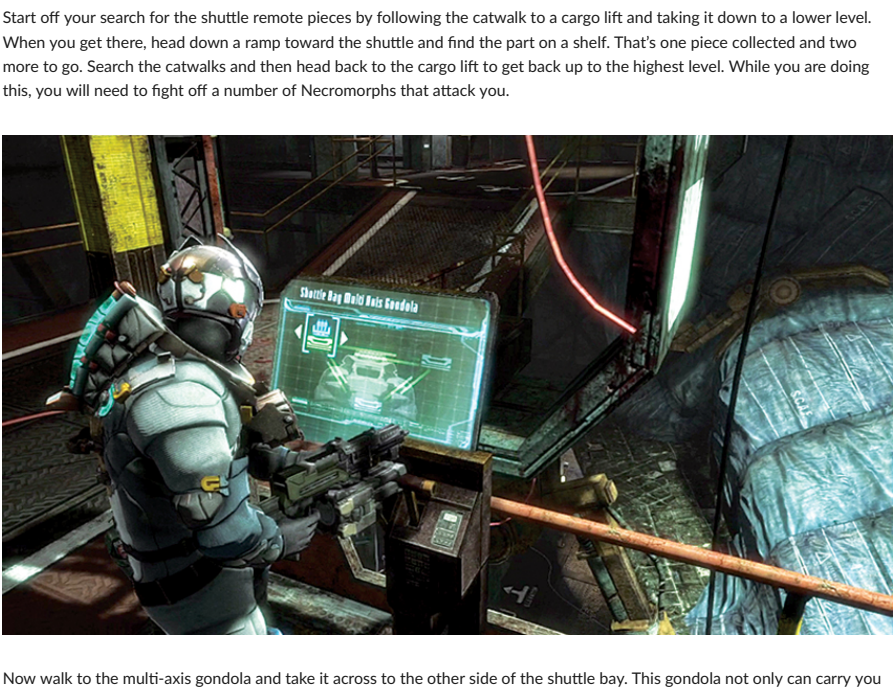
The elevator takes you to the shuttle bay. The Crozier is there, but it is not in good shape. There is no way you will be able to pressurize it. You will have to find some way of getting it to the repair bay on the Roanoke.

Craft a Remote Relay

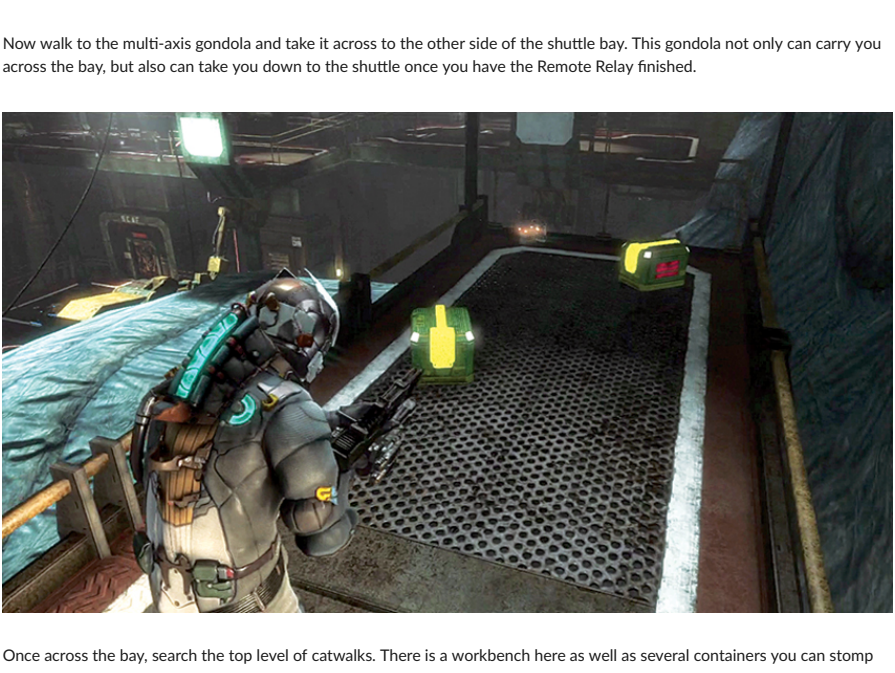
I need to find three shuttle remote pieces and take them to the workbench to craft a Remote Relay.



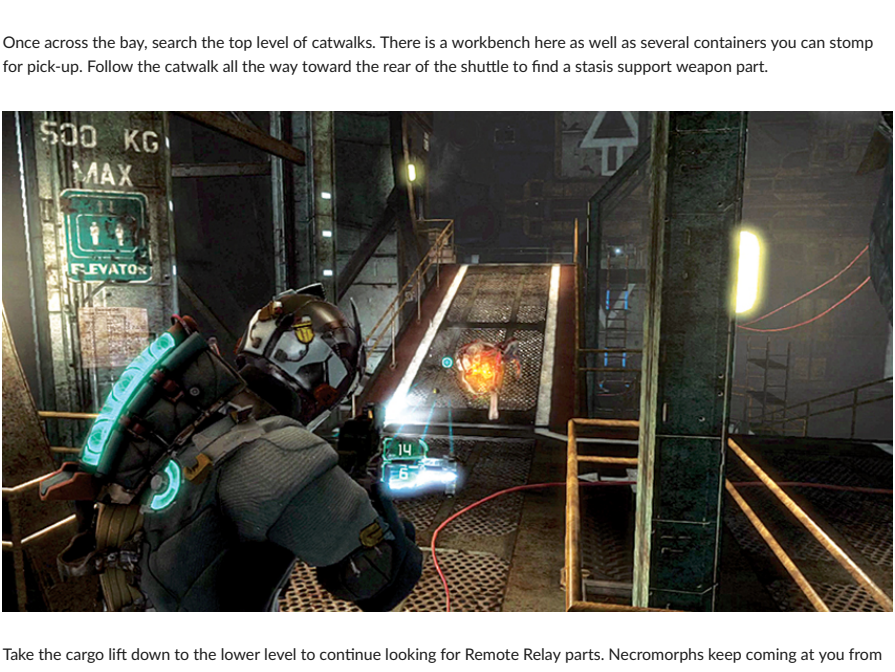
Start off your search for the shuttle remote pieces by following the catwalk to a cargo lift and taking it down to a lower level. When you get there, head down a ramp toward the shuttle and find the part on a shelf. That's one piece collected and two more to go. Search the catwalks and then head back to the cargo lift to get back up to the highest level. While you are doing this, you will need to fight off a number of Necromorphs that attack you.



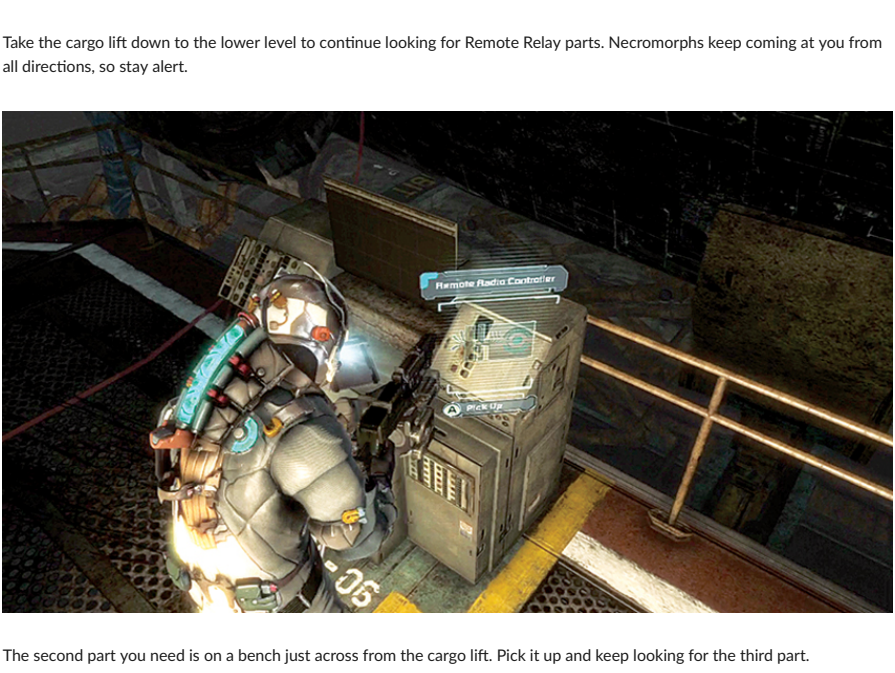
Now walk to the multi-axis gondola and take it across to the other side of the shuttle bay. This gondola not only can carry you across the bay, but also can take you down to the shuttle once you have the Remote Relay finished.



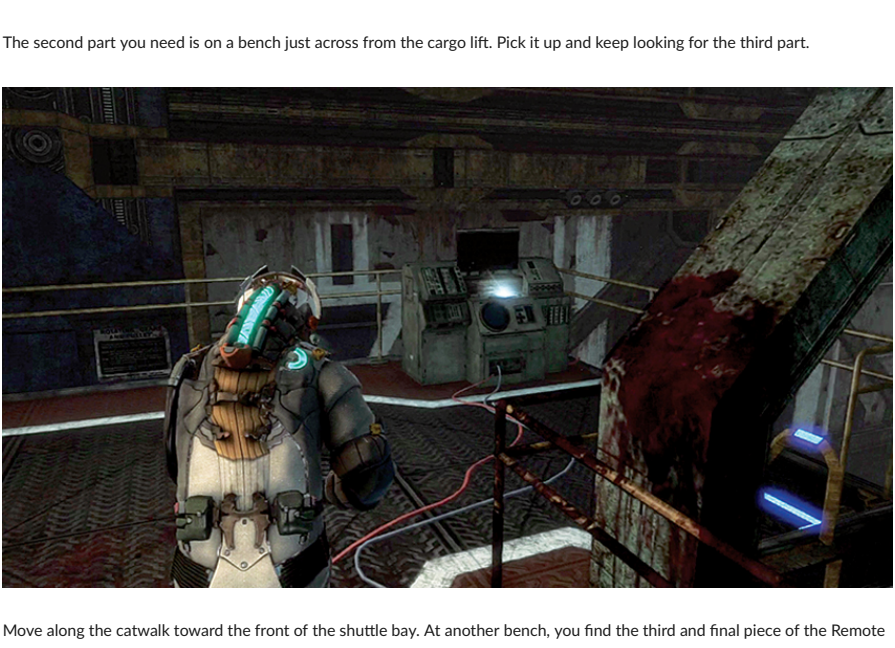
Once across the bay, search the top level of catwalks. There is a workbench here as well as several containers you can stomp for pick-up. Follow the catwalk all the way toward the rear of the shuttle to find a stasis support weapon part.



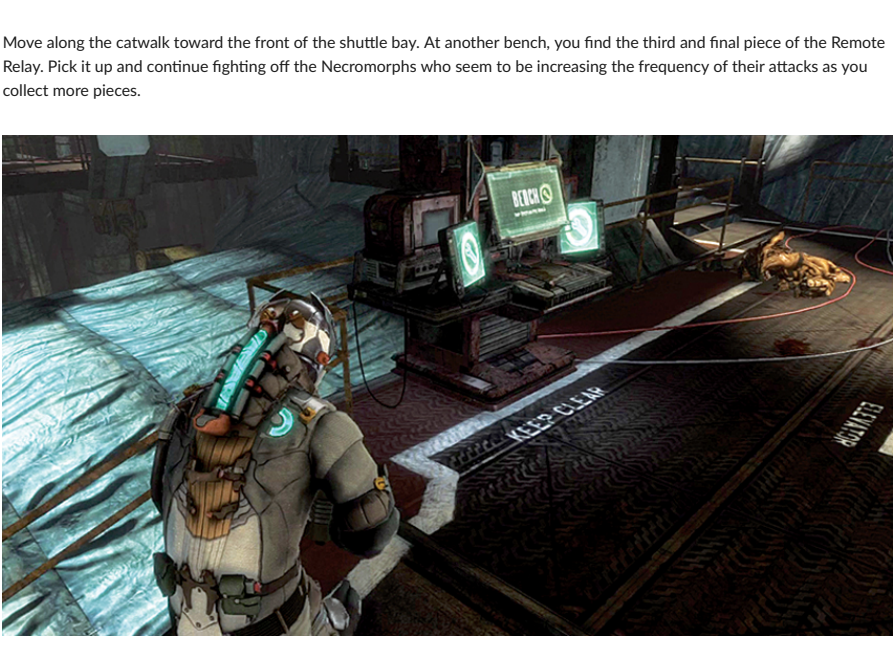
Take the cargo lift down to the lower level to continue looking for Remote Relay parts. Necromorphs keep coming at you from all directions, so stay alert.

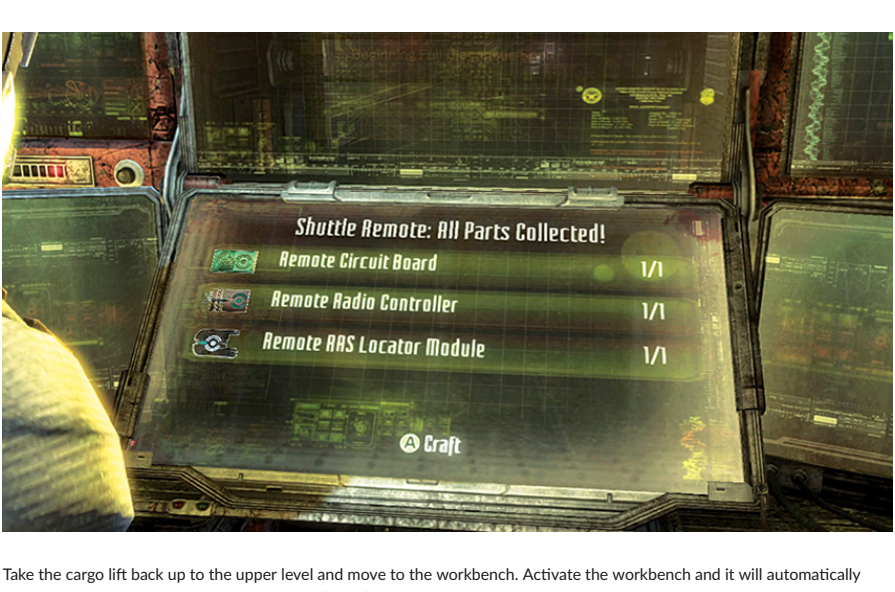


The second part you need is on a bench just across from the cargo lift. Pick it up and keep looking for the third part.



Move along the catwalk toward the front of the shuttle bay. At another bench, you find the third and final piece of the Remote Relay. Pick it up and continue fighting off the Necromorphs who seem to be increasing the frequency of their attacks as you collect more pieces.

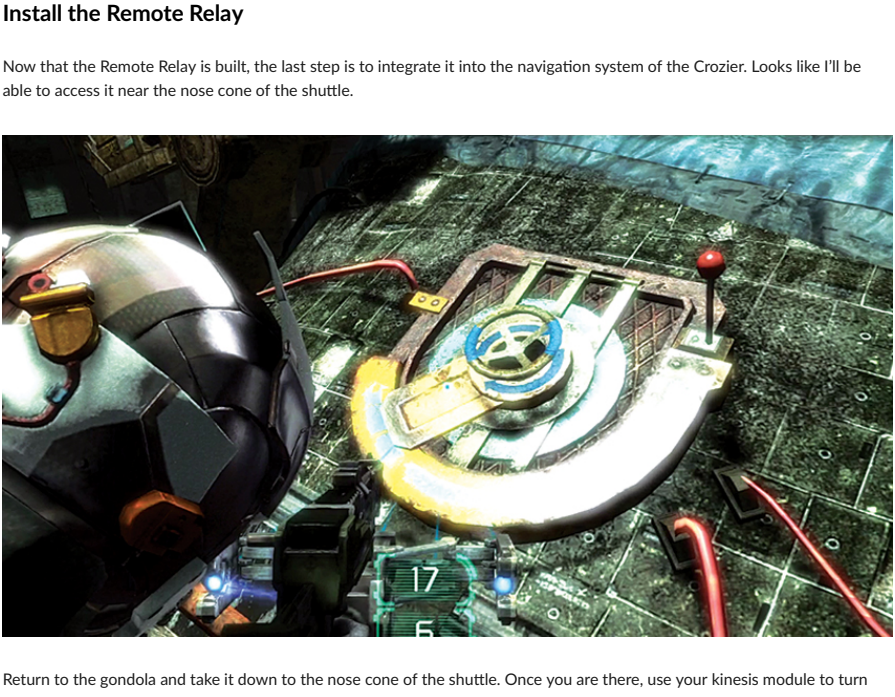



Shuttle Remote: All Parts Collected!
Remote Circuit Board 1/1
Remote Radio Controller 1/1
Remote RAS Locator Module 1/1
Craft

Take the cargo lift back up to the upper level and move to the workbench. Activate the workbench and it will automatically take all three parts you have collected. Select “Craft” and it will assemble the parts into a complete Remote Relay.

Install the Remote Relay

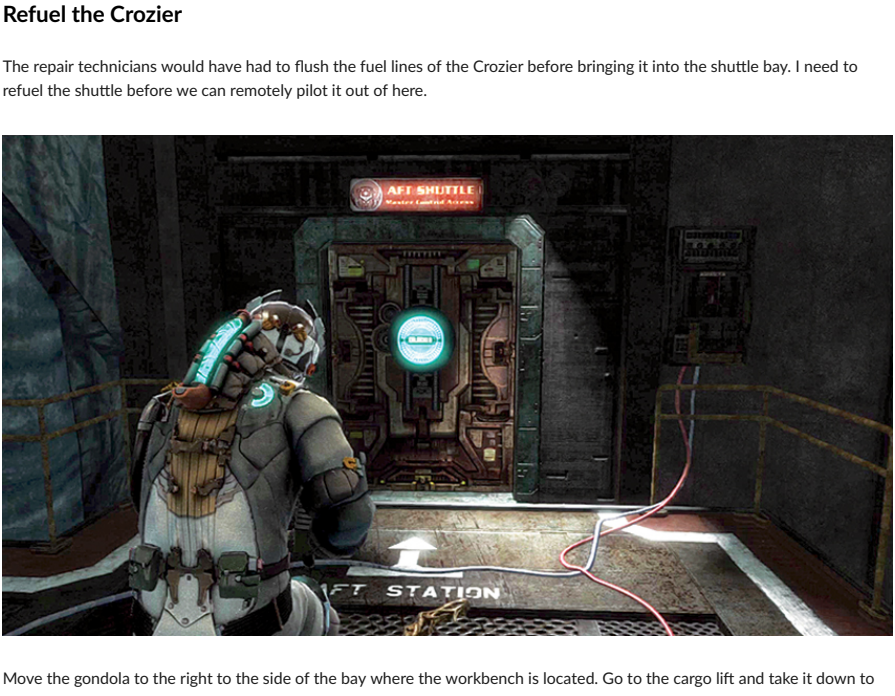
Now that the Remote Relay is built, the last step is to integrate it into the navigation system of the Crozier. Looks like I'll be able to access it near the nose cone of the shuttle.



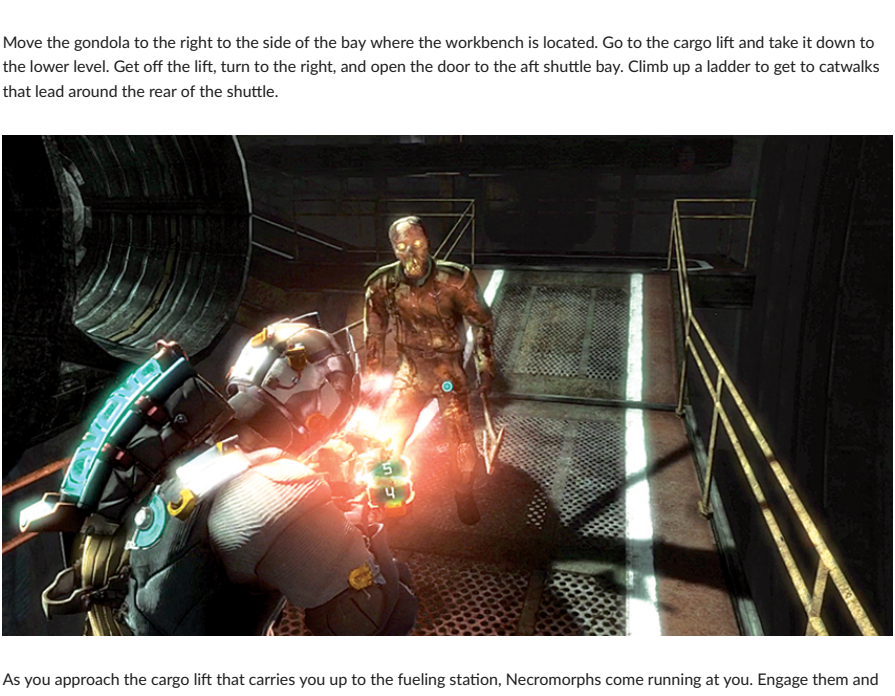
Return to the gondola and take it down to the nose cone of the shuttle. Once you are there, use your kinesis module to turn the hatch covering the navigation system of the shuttle. After it is open, insert the remote and then the hatch will close automatically. Ellie can now see the shuttle's readout and has remote control of the vessel.

Refuel the Crozier

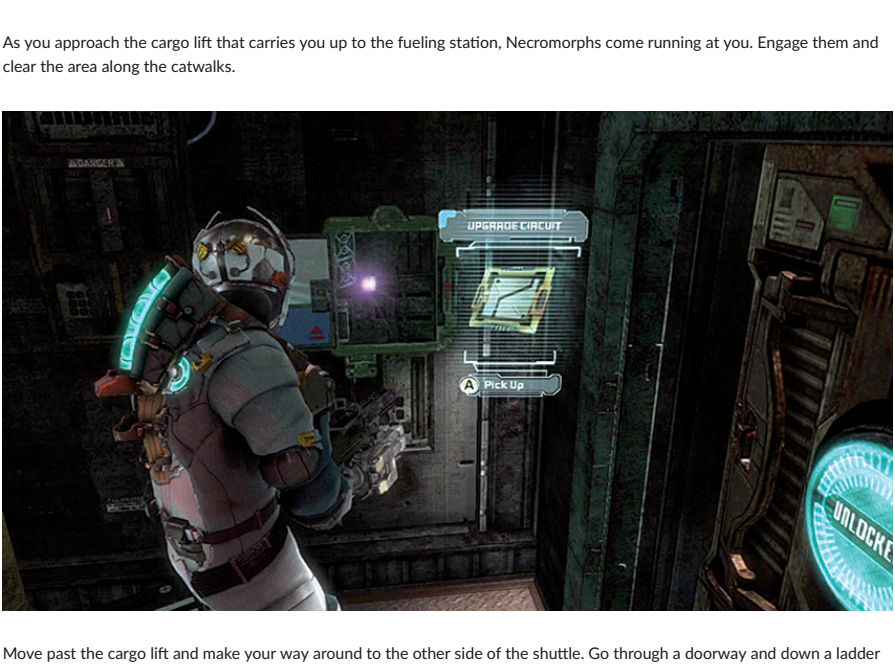
The repair technicians would have had to flush the fuel lines of the Crozier before bringing it into the shuttle bay. I need to refuel the shuttle before we can remotely pilot it out of here.



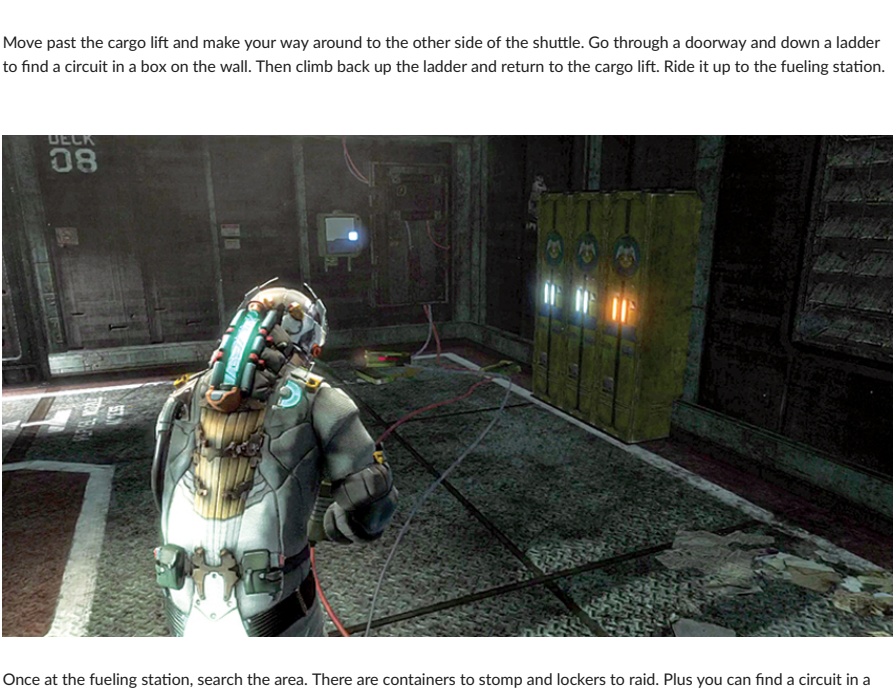
Move the gondola to the right to the side of the bay where the workbench is located. Go to the cargo lift and take it down to the lower level. Get off the lift, turn to the right, and open the door to the aft shuttle bay. Climb up a ladder to get to catwalks that lead around the rear of the shuttle.



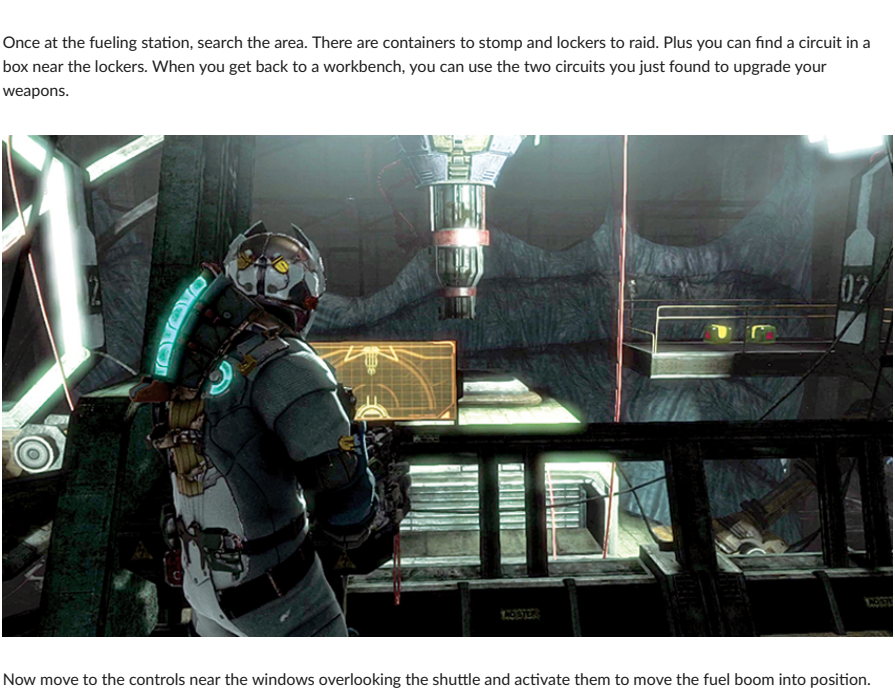
As you approach the cargo lift that carries you up to the fueling station, Necromorphs come running at you. Engage them and clear the area along the catwalks.



Move past the cargo lift and make your way around to the other side of the shuttle. Go through a doorway and down a ladder to find a circuit in a box on the wall. Then climb back up the ladder and return to the cargo lift. Ride it up to the fueling station.



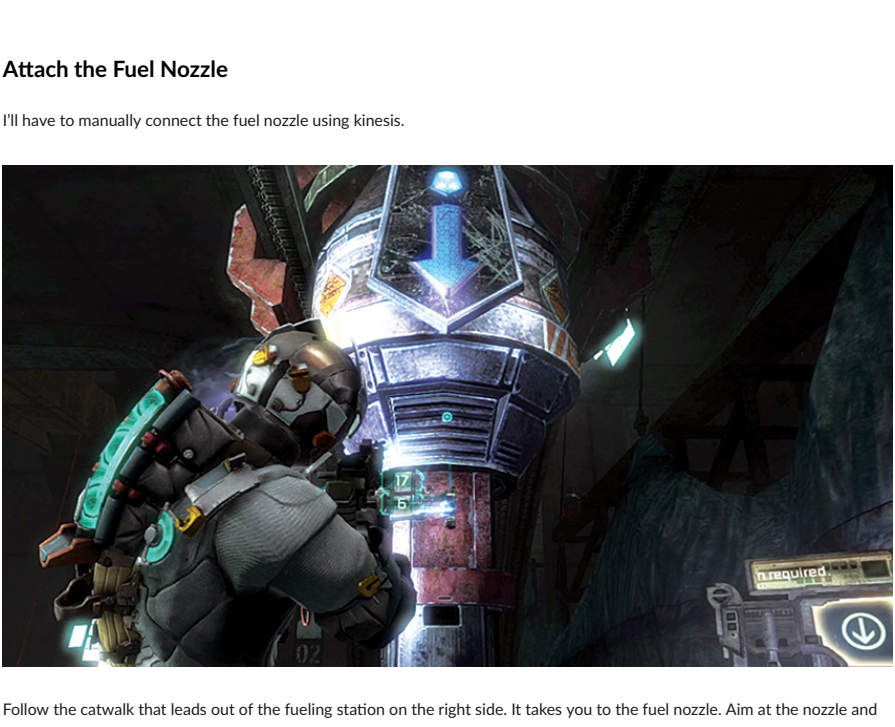
Once at the fueling station, search the area. There are containers to stomp and lockers to raid. Plus you can find a circuit in a box near the lockers. When you get back to a workbench, you can use the two circuits you just found to upgrade your weapons.



Now move to the controls near the windows overlooking the shuttle and activate them to move the fuel boom into position.

Attach the Fuel Nozzle

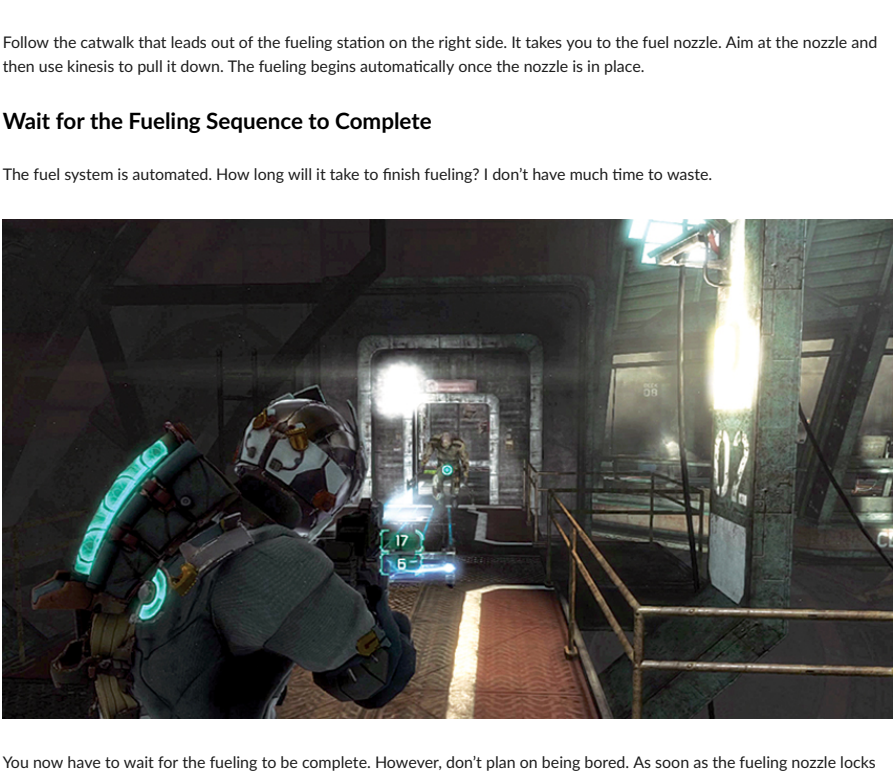
I'll have to manually connect the fuel nozzle using kinesis.



Follow the catwalk that leads out of the fueling station on the right side. It takes you to the fuel nozzle. Aim at the nozzle and then use kinesis to pull it down. The fueling begins automatically once the nozzle is in place.

Wait for the Fueling Sequence to Complete

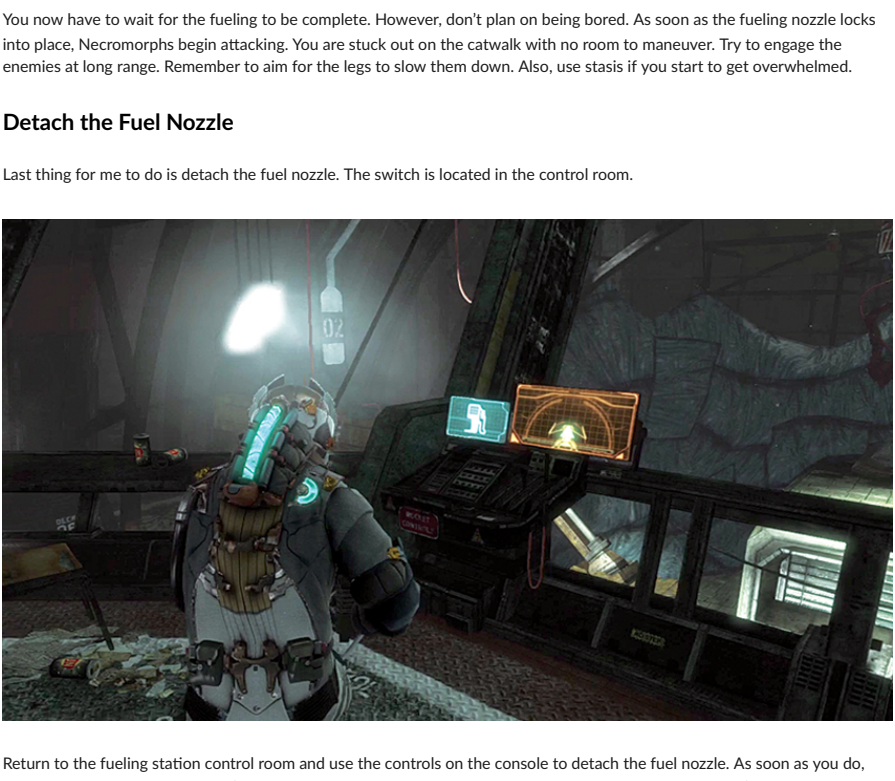
The fuel system is automated. How long will it take to finish fueling? I don't have much time to waste.



You now have to wait for the fueling to be complete. However, don't plan on being bored. As soon as the fueling nozzle locks into place, Necromorphs begin attacking. You are stuck out on the catwalk with no room to maneuver. Try to engage the enemies at long range. Remember to aim for the legs to slow them down. Also, use stasis if you start to get overwhelmed.

Detach the Fuel Nozzle

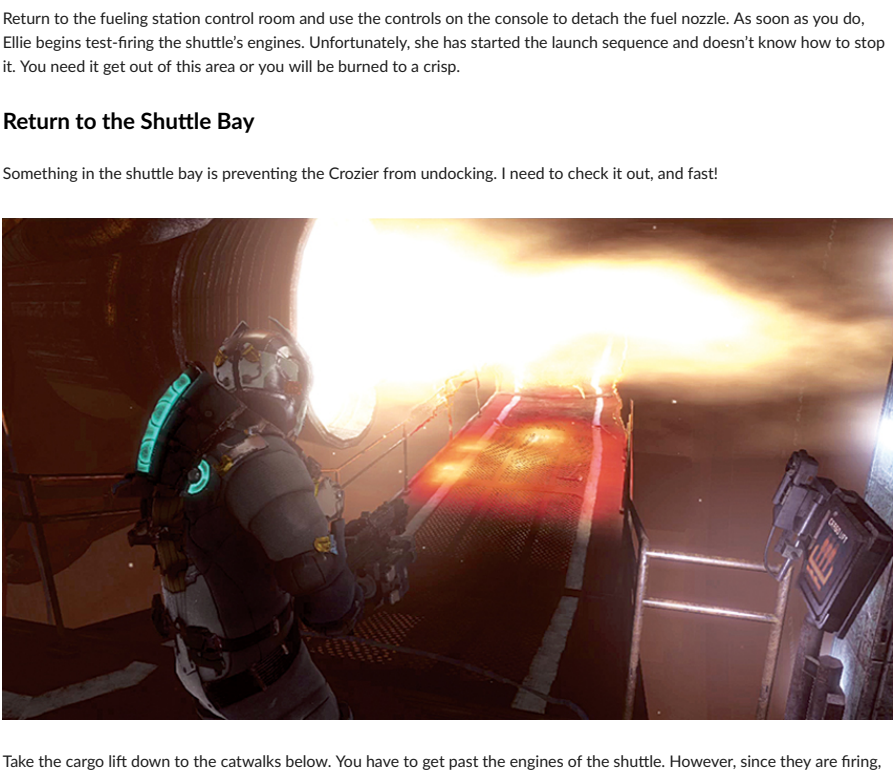
Last thing for me to do is detach the fuel nozzle. The switch is located in the control room.



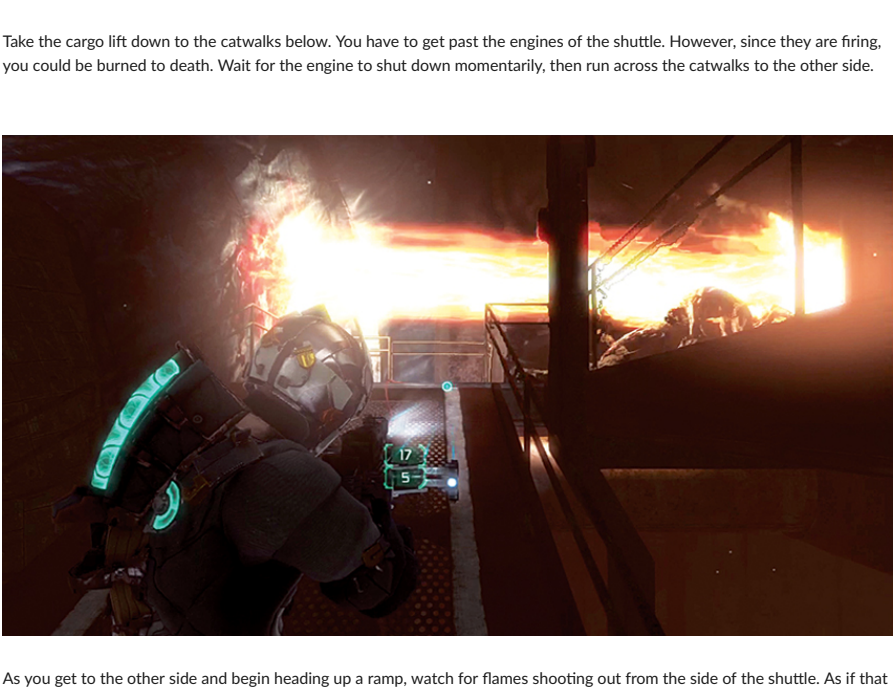
Return to the fueling station control room and use the controls on the console to detach the fuel nozzle. As soon as you do, Ellie begins test-firing the shuttle's engines. Unfortunately, she has started the launch sequence and doesn't know how to stop it. You need it get out of this area or you will be burned to a crisp.

Return to the Shuttle Bay

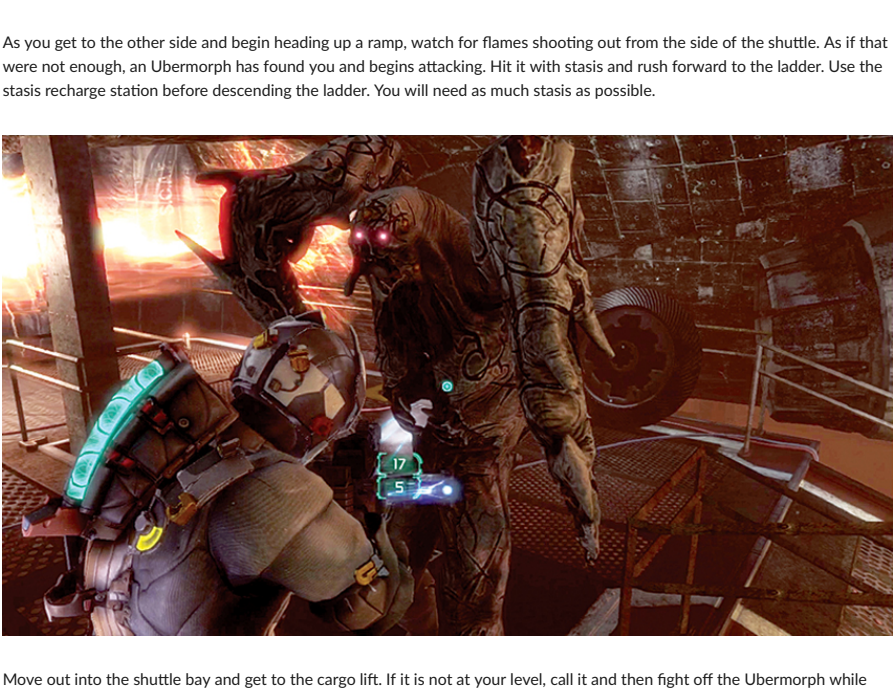
Something in the shuttle bay is preventing the Crozier from undocking. I need to check it out, and fast!



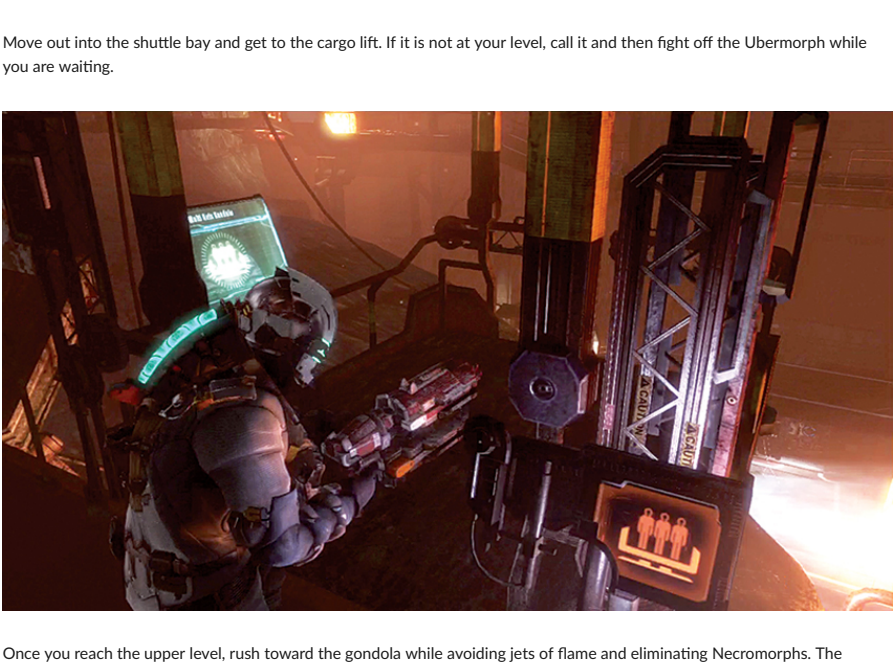
Take the cargo lift down to the catwalks below. You have to get past the engines of the shuttle. However, since they are firing, you could be burned to death. Wait for the engine to shut down momentarily, then run across the catwalks to the other side.



As you get to the other side and begin heading up a ramp, watch for flames shooting out from the side of the shuttle. As if that were not enough, an Ubermorph has found you and begins attacking. Hit it with stasis and rush forward to the ladder. Use the stasis recharge station before descending the ladder. You will need as much stasis as possible.



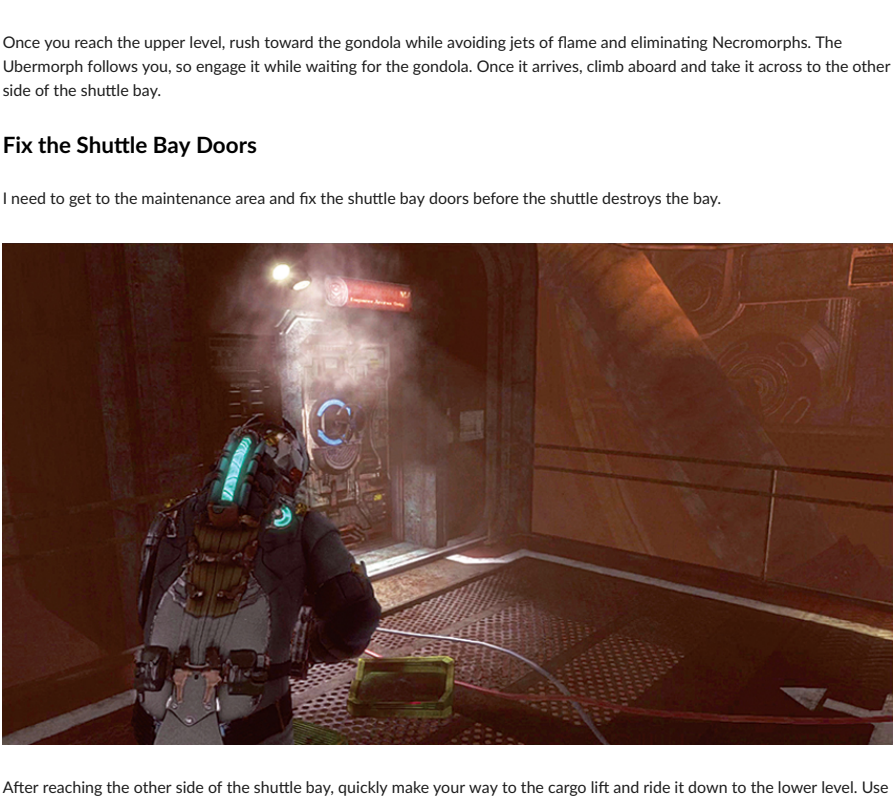
Move out into the shuttle bay and get to the cargo lift. If it is not at your level, call it and then fight off the Ubermorph while you are waiting.



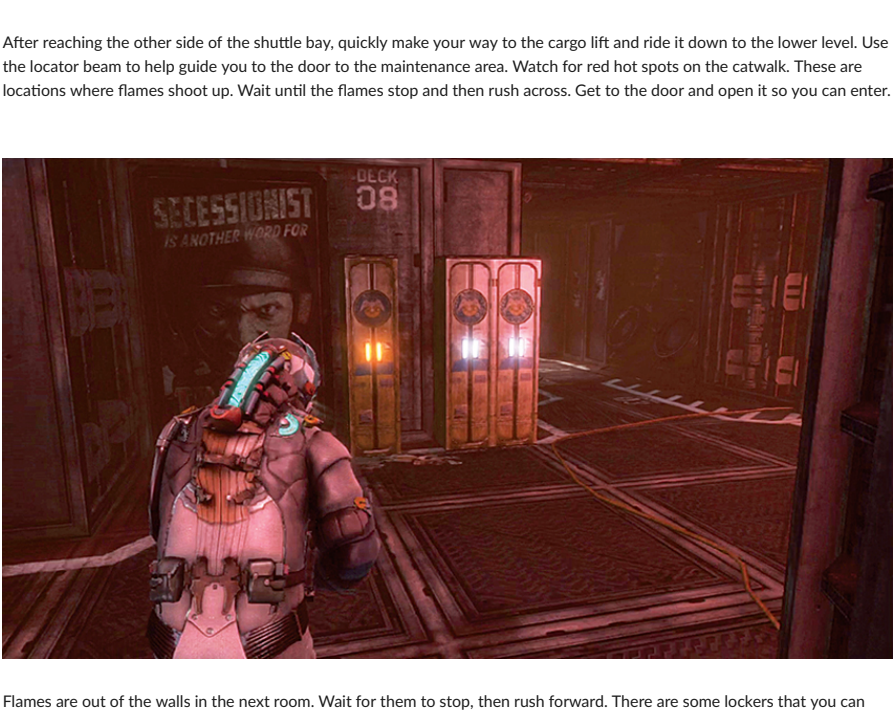
Once you reach the upper level, rush toward the gondola while avoiding jets of flame and eliminating Necromorphs. The Ubermorph follows you, so engage it while waiting for the gondola. Once it arrives, climb aboard and take it across to the other side of the shuttle bay.

Fix the Shuttle Bay Doors

I need to get to the maintenance area and fix the shuttle bay doors before the shuttle destroys the bay.



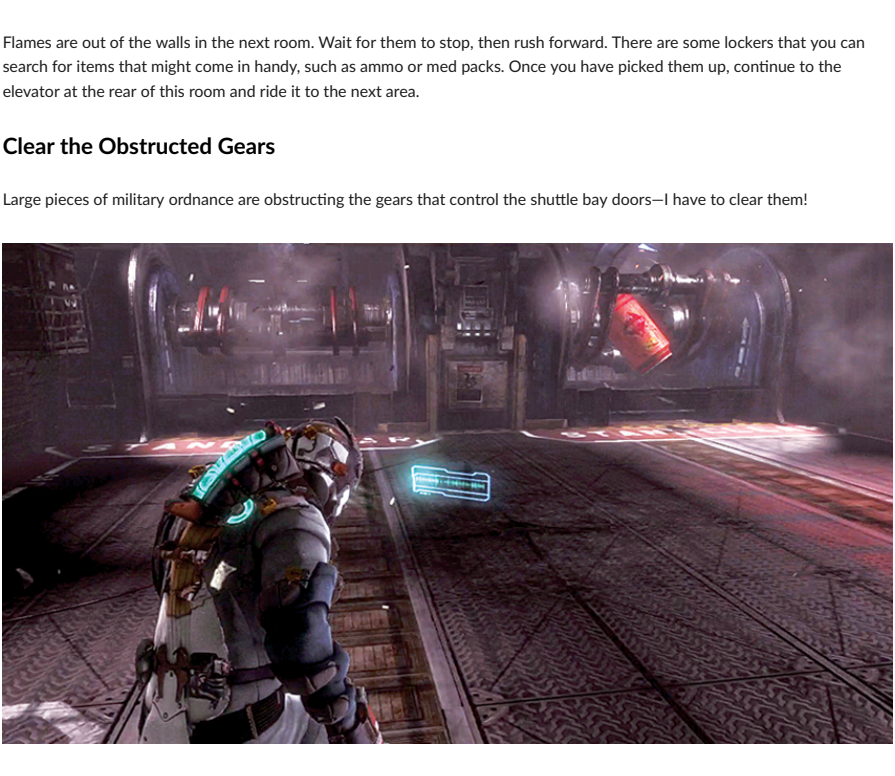
After reaching the other side of the shuttle bay, quickly make your way to the cargo lift and ride it down to the lower level. Use the locator beam to help guide you to the door to the maintenance area. Watch for red hot spots on the catwalk. These are locations where flames shoot up. Wait until the flames stop and then rush across. Get to the door and open it so you can enter.

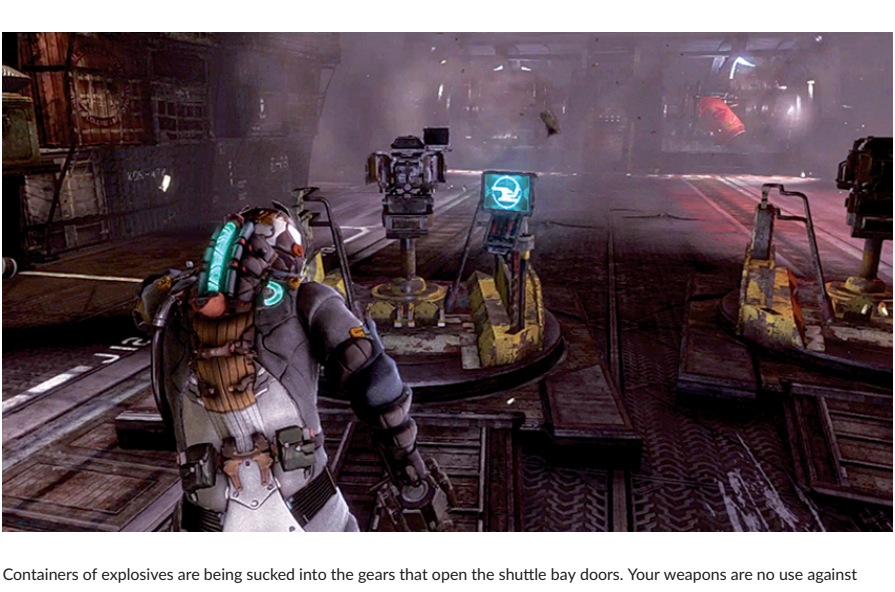


Flames are out of the walls in the next room. Wait for them to stop, then rush forward. There are some lockers that you can search for items that might come in handy, such as ammo or med packs. Once you have picked them up, continue to the elevator at the rear of this room and ride it to the next area.

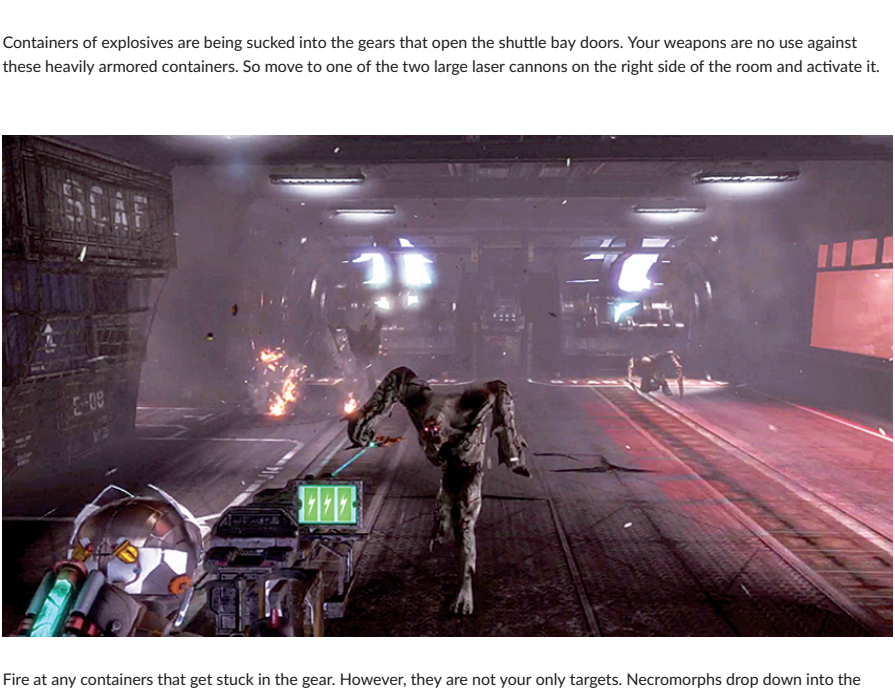
Clear the Obstructed Gears

Large pieces of military ordnance are obstructing the gears that control the shuttle bay doors—I have to clear them!

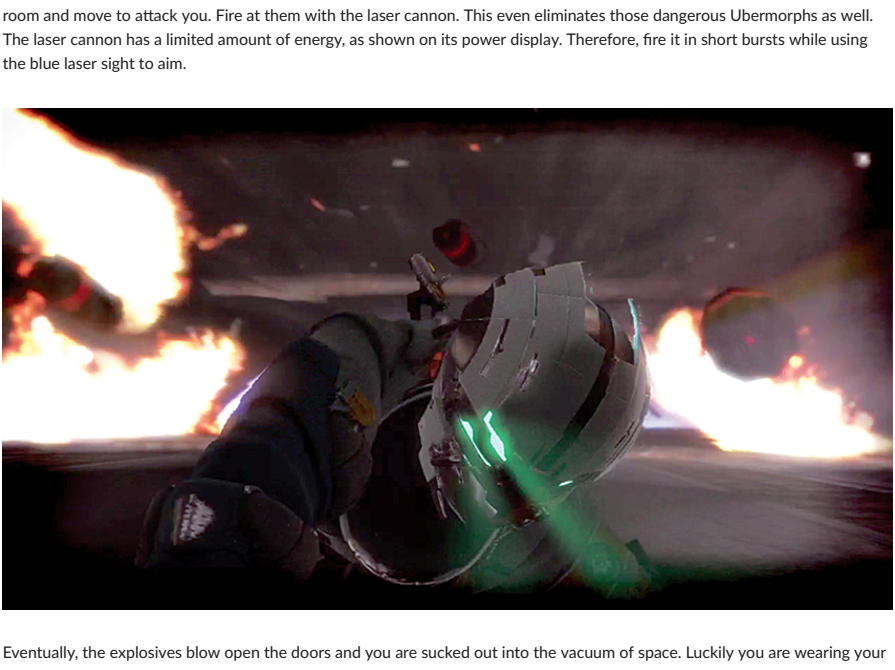




Containers of explosives are being sucked into the gears that open the shuttle bay doors. Your weapons are no use against these heavily armored containers. So move to one of the two large laser cannons on the right side of the room and activate it.



Fire at any containers that get stuck in the gear. However, they are not your only targets. Necromorphs drop down into the room and move to attack you. Fire at them with the laser cannon. This even eliminates those dangerous Ubermorphs as well. The laser cannon has a limited amount of energy, as shown on its power display. Therefore, fire it in short bursts while using the blue laser sight to aim.



Eventually, the explosives blow open the doors and you are sucked out into the vacuum of space. Luckily you are wearing your suit and are fine. While you are here, you might as well take a look around.

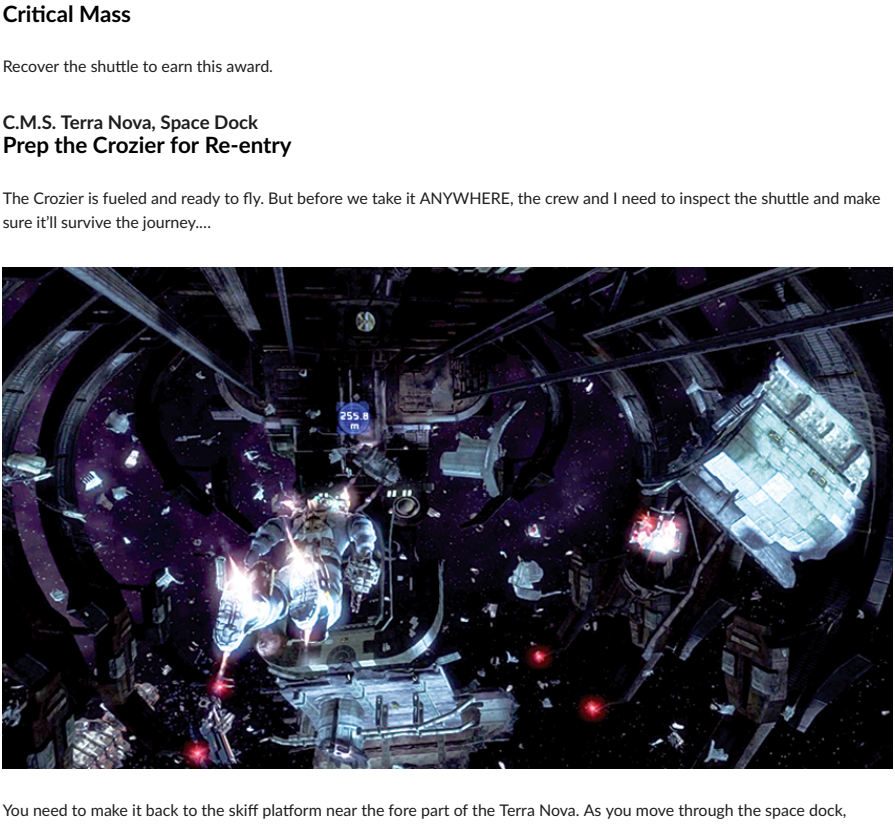
Critical Mass

Recover the shuttle to earn this award.

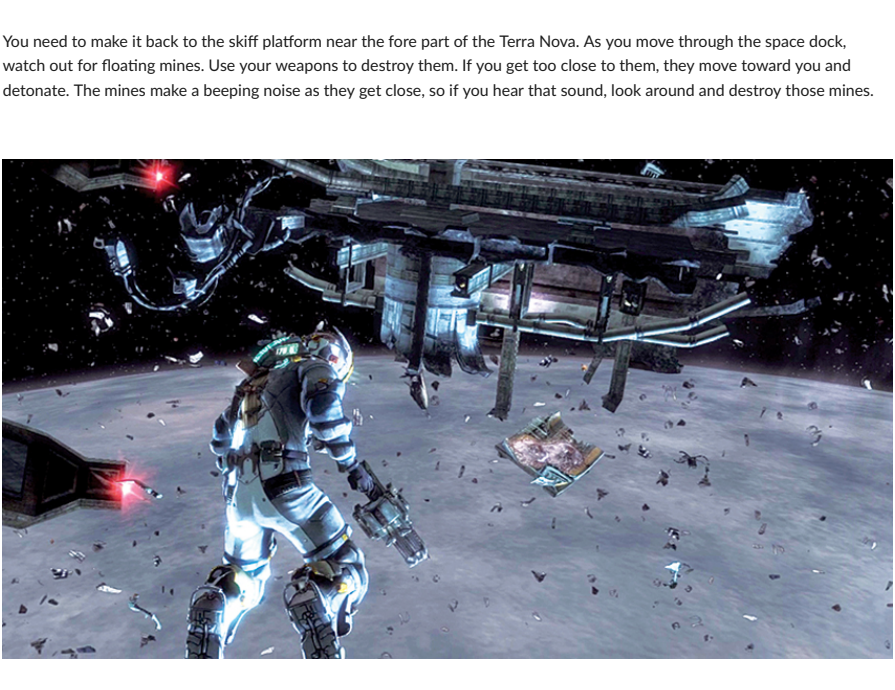
C.M.S. Terra Nova, Space Dock

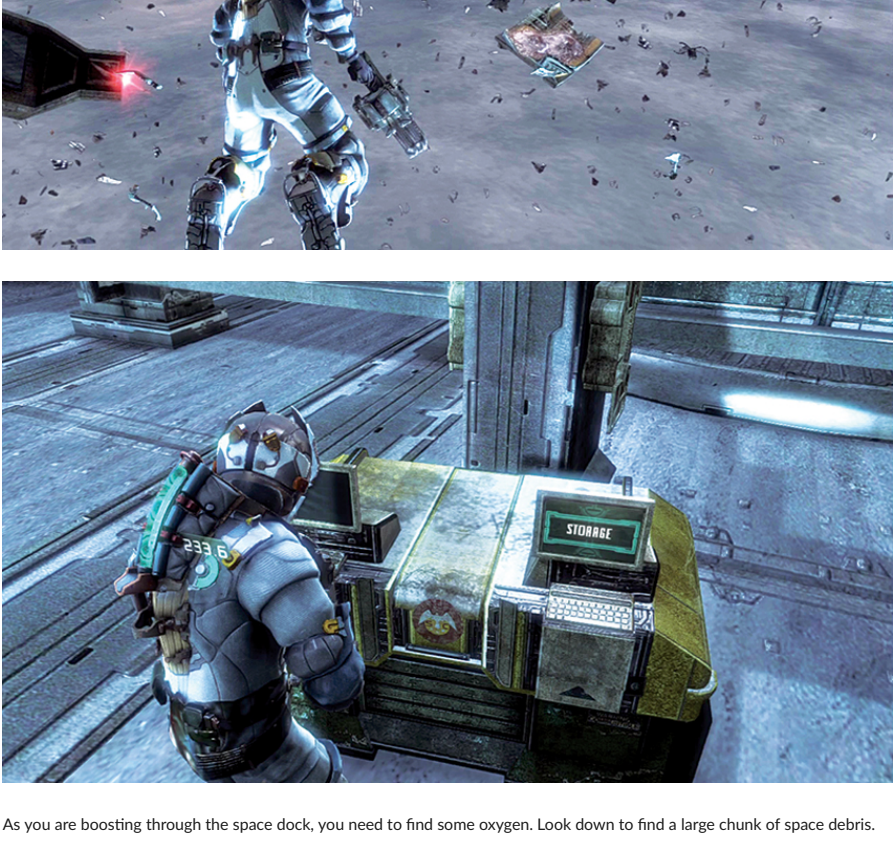
Prep the Crozier for Re-entry

The Crozier is fueled and ready to fly. But before we take it ANYWHERE, the crew and I need to inspect the shuttle and make sure it'll survive the journey....

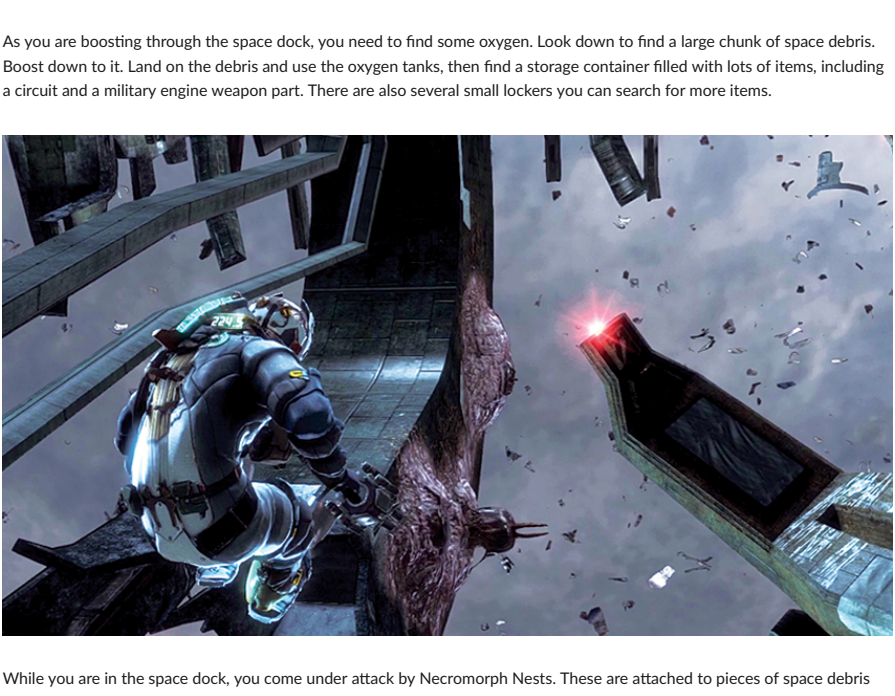


You need to make it back to the skiff platform near the fore part of the Terra Nova. As you move through the space dock, watch out for floating mines. Use your weapons to destroy them. If you get too close to them, they move toward you and detonate. The mines make a beeping noise as they get close, so if you hear that sound, look around and destroy those mines.

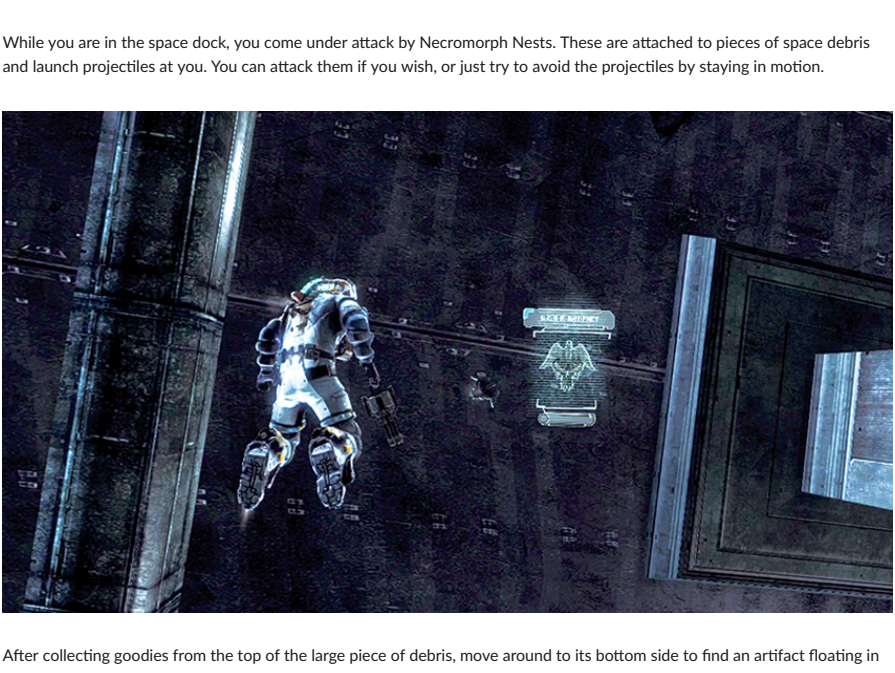




As you are boosting through the space dock, you need to find some oxygen. Look down to find a large chunk of space debris. Boost down to it. Land on the debris and use the oxygen tanks, then find a storage container filled with lots of items, including a circuit and a military engine weapon part. There are also several small lockers you can search for more items.



While you are in the space dock, you come under attack by Necromorph Nests. These are attached to pieces of space debris and launch projectiles at you. You can attack them if you wish, or just try to avoid the projectiles by staying in motion.



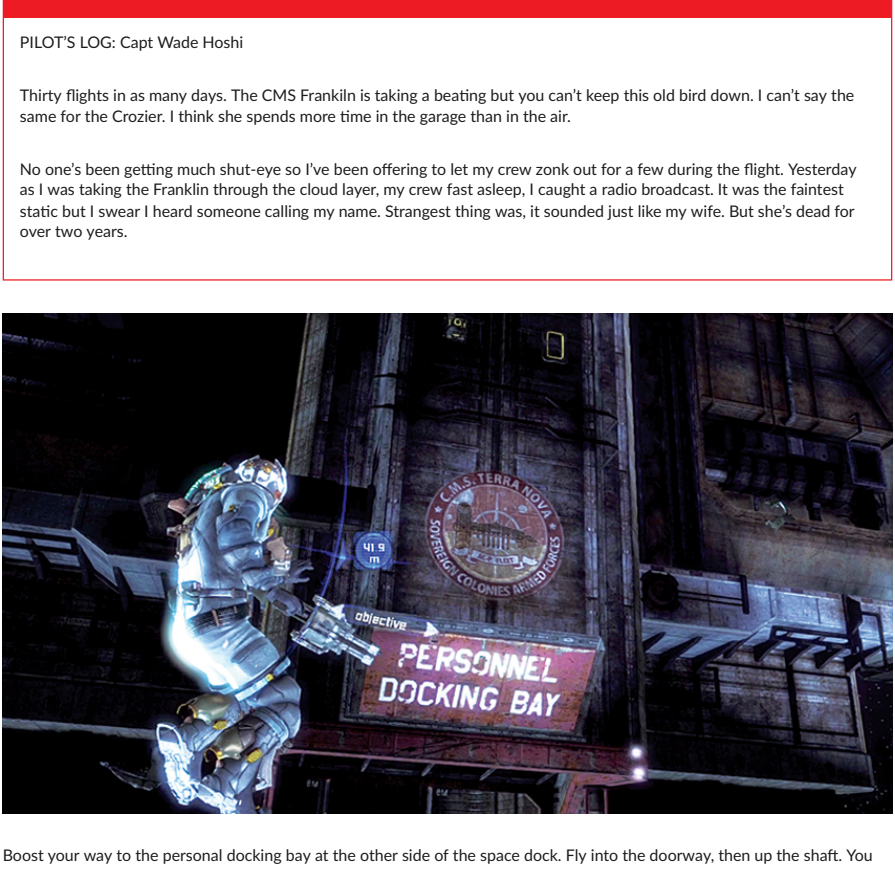
After collecting goodies from the top of the large piece of debris, move around to its bottom side to find an artifact floating in space. Boost toward it and pick it up to add to your collection.

//S.C.A.F. Artifact

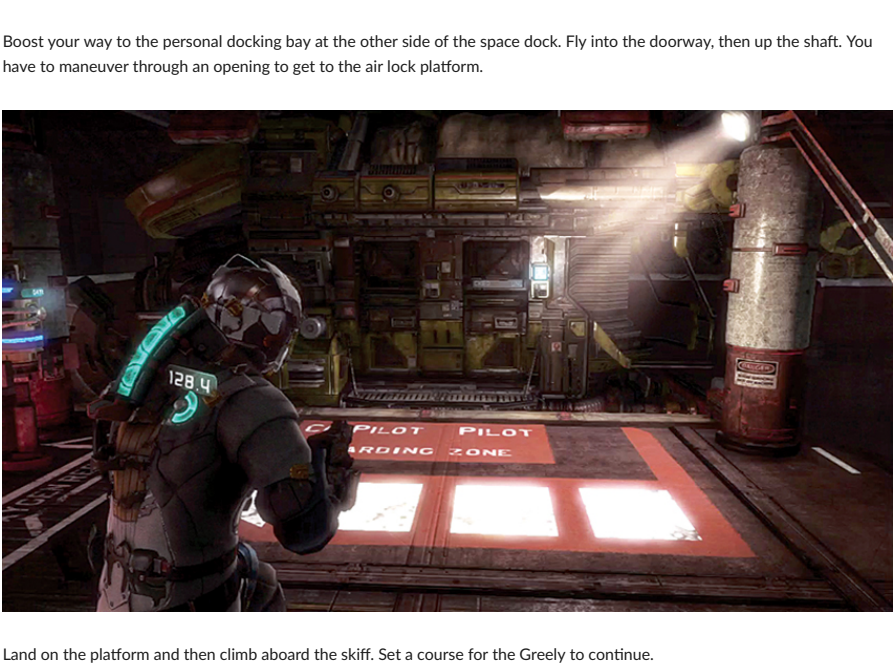
PILOT'S LOG: Capt Wade Hoshi

Thirty flights in as many days. The CMS Frankiln is taking a beating but you can't keep this old bird down. I can't say the same for the Crozier. I think she spends more time in the garage than in the air.

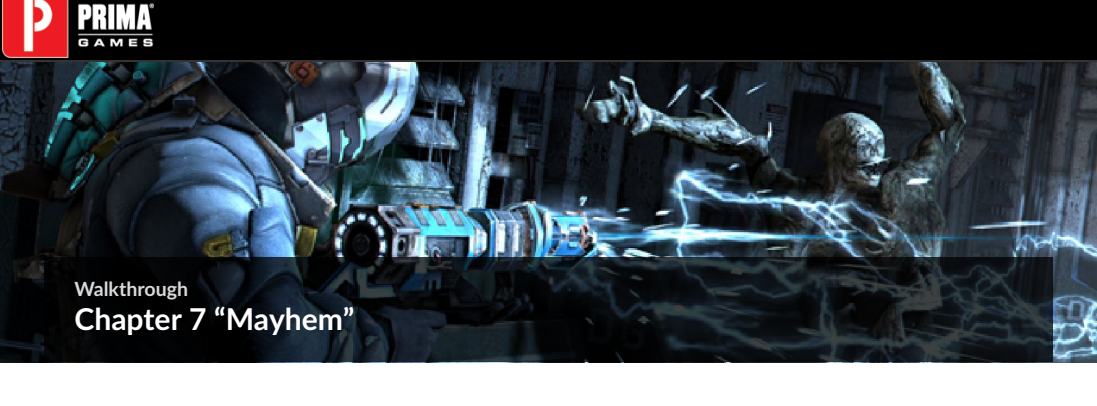
No one's been getting much shut-eye so I've been offering to let my crew zonk out for a few during the flight. Yesterday as I was taking the Franklin through the cloud layer, my crew fast asleep, I caught a radio broadcast. It was the faintest static but I swear I heard someone calling my name. Strangest thing was, it sounded just like my wife. But she's dead for over two years.



Boost your way to the personal docking bay at the other side of the space dock. Fly into the doorway, then up the shaft. You have to maneuver through an opening to get to the air lock platform.

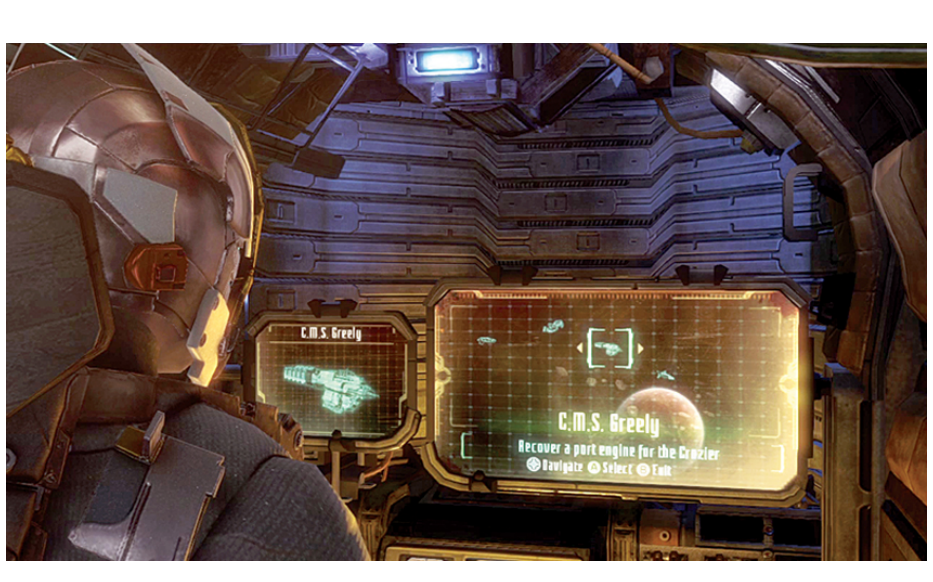


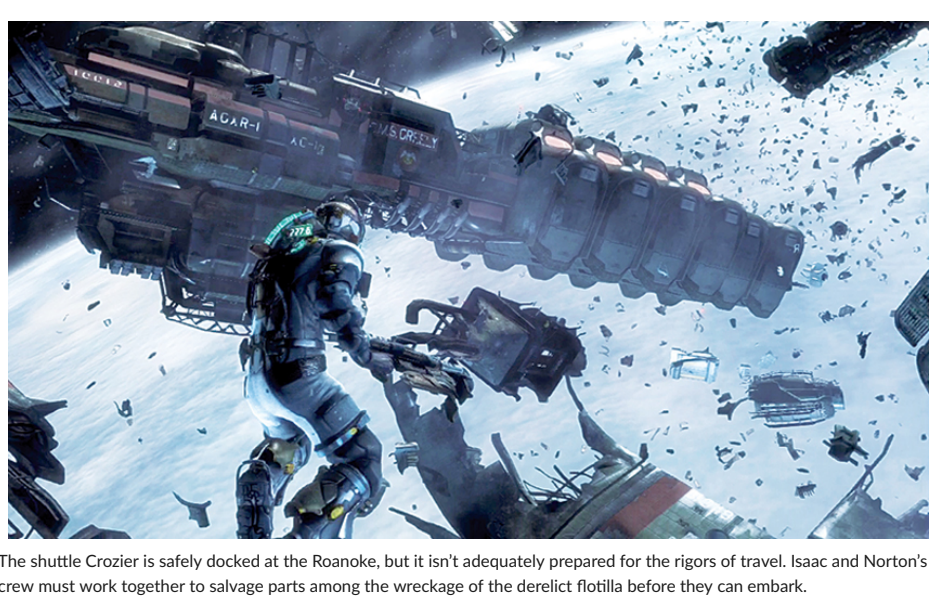
Land on the platform and then climb aboard the skiff. Set a course for the Greely to continue.



Walkthrough

Chapter 7 “Mayhem”





The shuttle Crozier is safely docked at the Roanoke, but it isn’t adequately prepared for the rigors of travel. Isaac and Norton’s crew must work together to salvage parts among the wreckage of the derelict flotilla before they can embark.

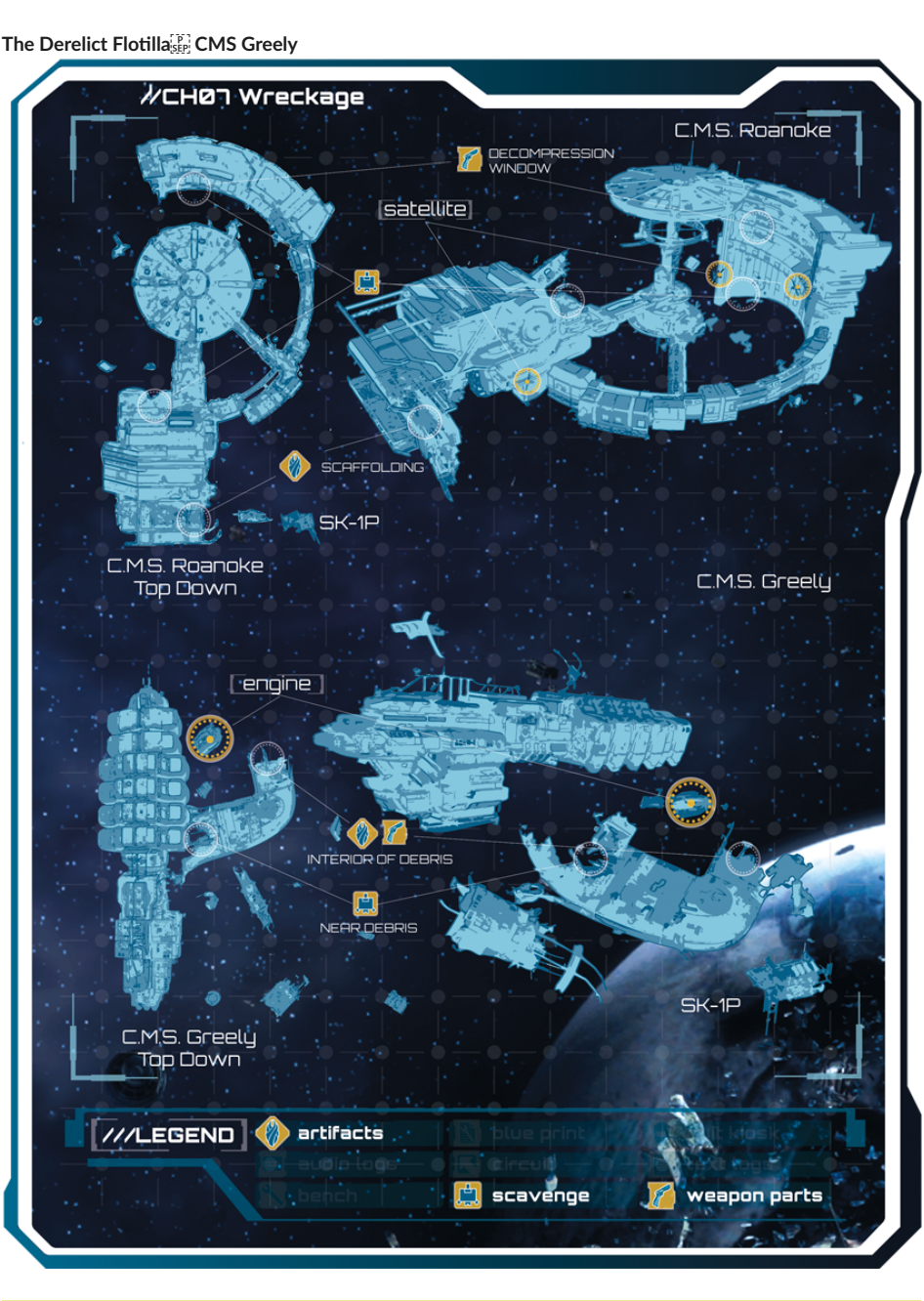
Level Stats

- Artifact: 4
- Weapon Part: 4
- Circuit: 2

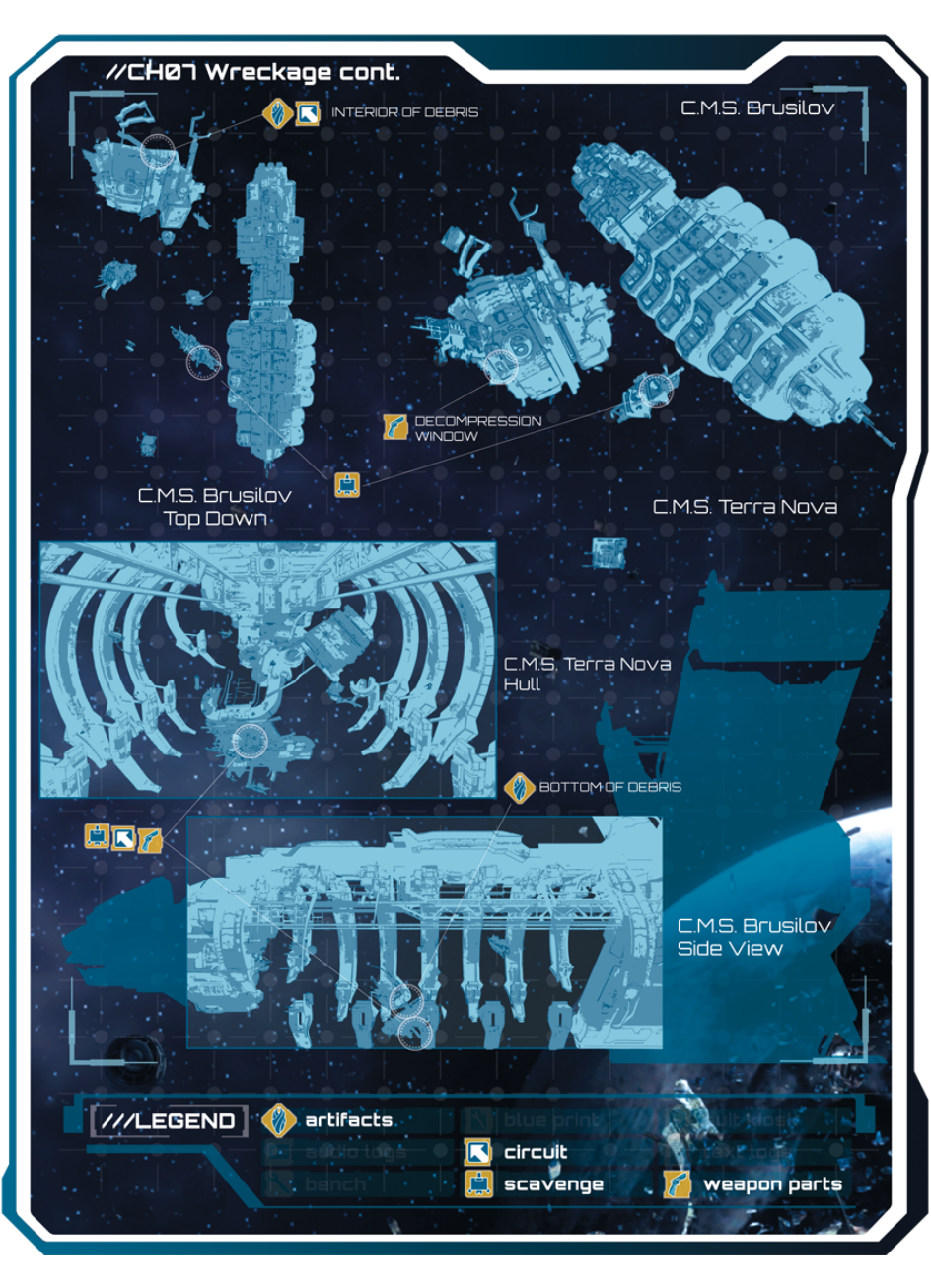
Note

These items count toward the completion of other chapters.

The Derelict Flotilla CMS Greely



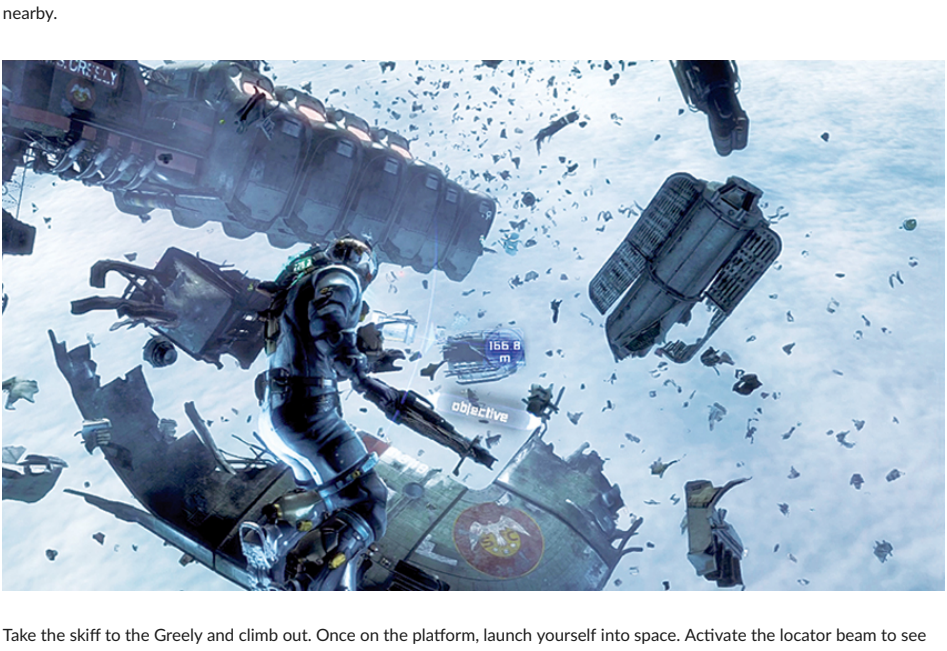
Click here for interactive maps



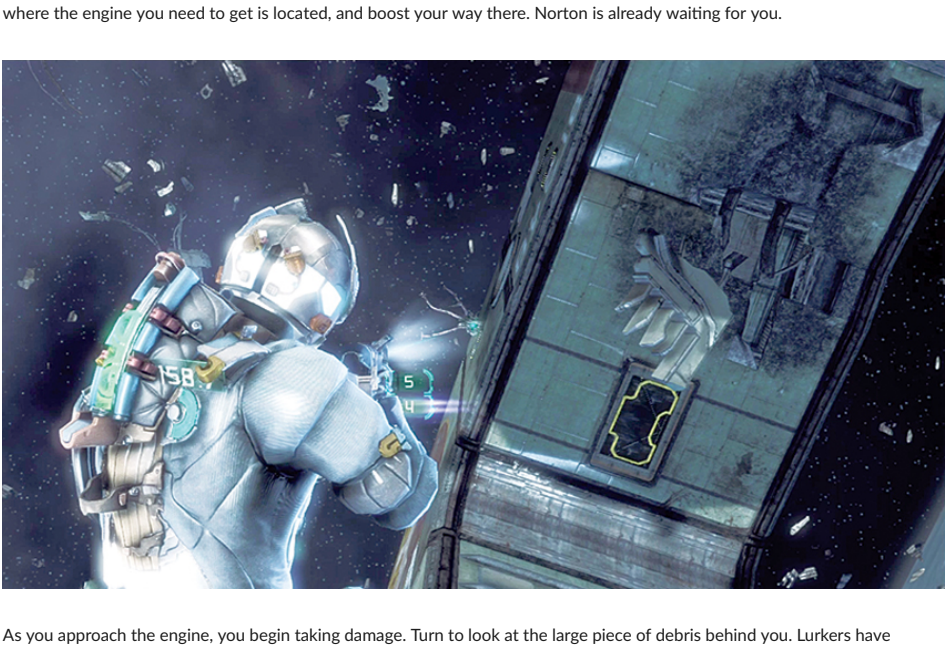
Click here for interactive maps

Recover a port engine for the Crozier

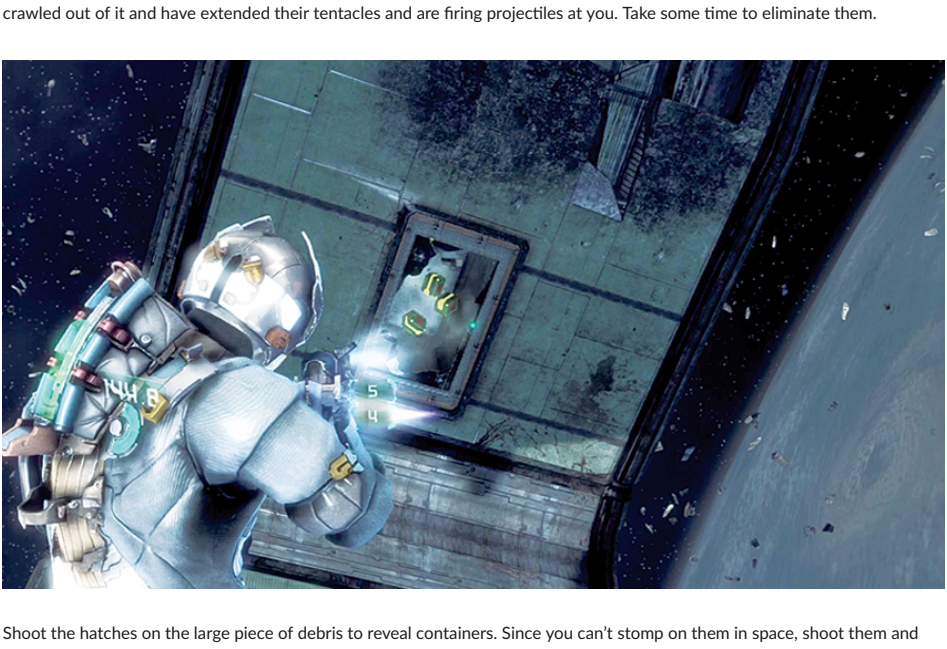
According to Captain Norton, the Crozier’s not entirely fit for flight. The shuttle will need some plating, and it’s missing a port engine. Rosen says he’s located a replacement engine in the vicinity of the Greely, another of these derelict ships that’s floating nearby.



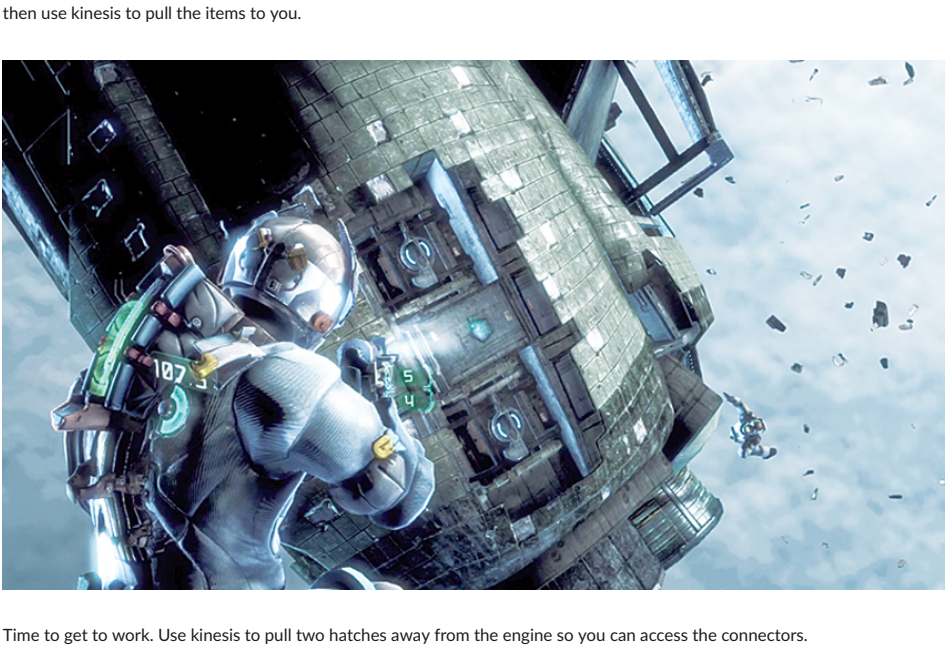
Take the skiff to the Greely and climb out. Once on the platform, launch yourself into space. Activate the locator beam to see where the engine you need to get is located, and boost your way there. Norton is already waiting for you.



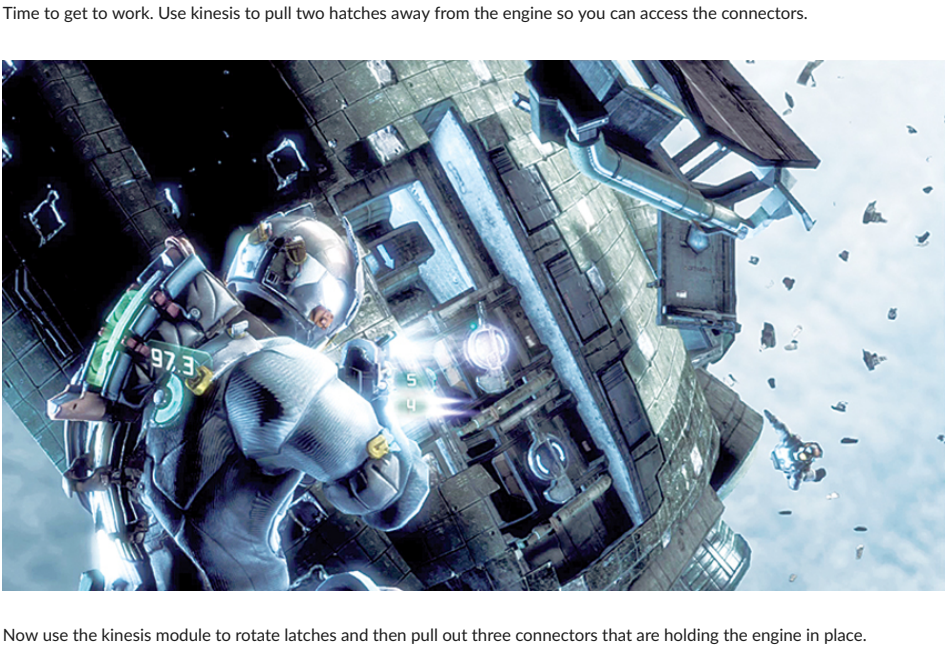
As you approach the engine, you begin taking damage. Turn to look at the large piece of debris behind you. Lurkers have crawled out of it and have extended their tentacles and are firing projectiles at you. Take some time to eliminate them.



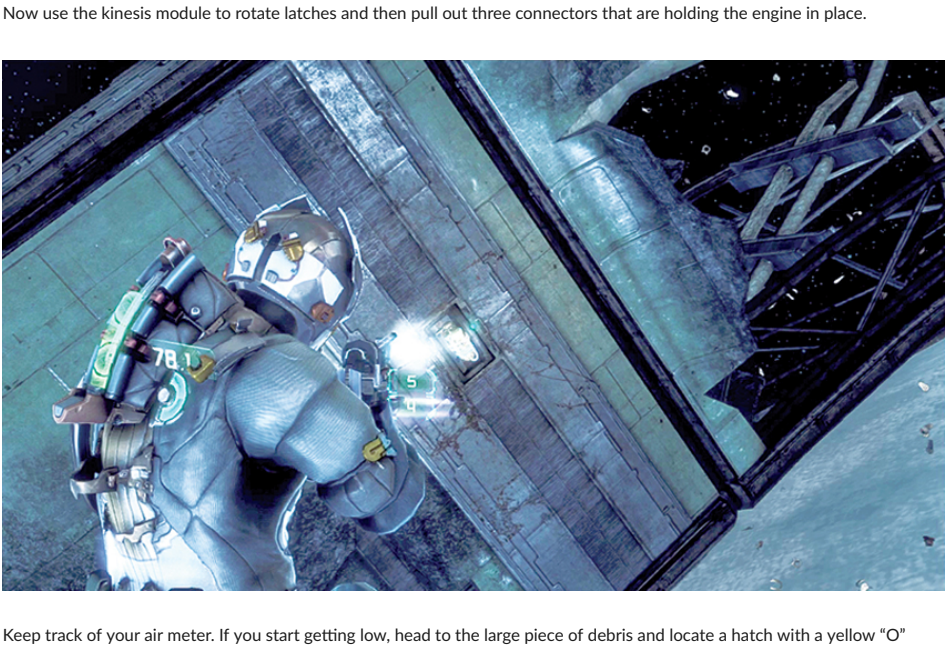
Shoot the hatches on the large piece of debris to reveal containers. Since you can’t stomp on them in space, shoot them and then use kinesis to pull the items to you.



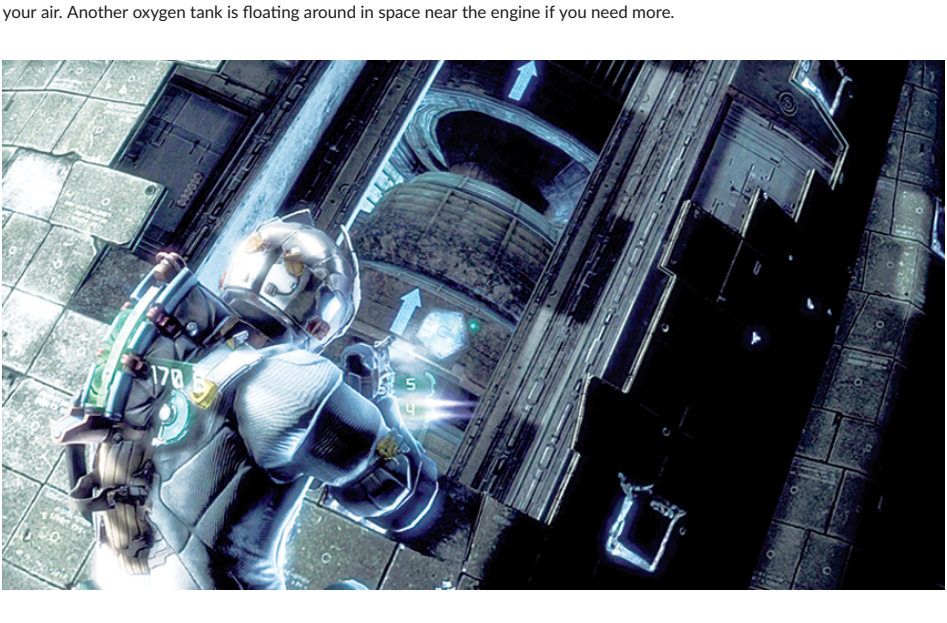
Time to get to work. Use kinesis to pull two hatches away from the engine so you can access the connectors.

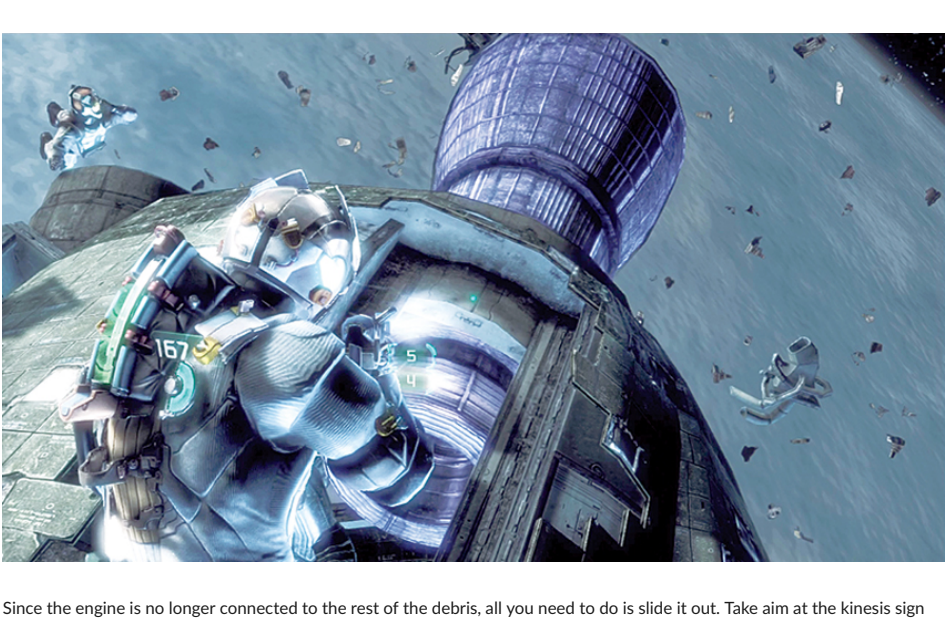


Now use the kinesis module to rotate latches and then pull out three connectors that are holding the engine in place.

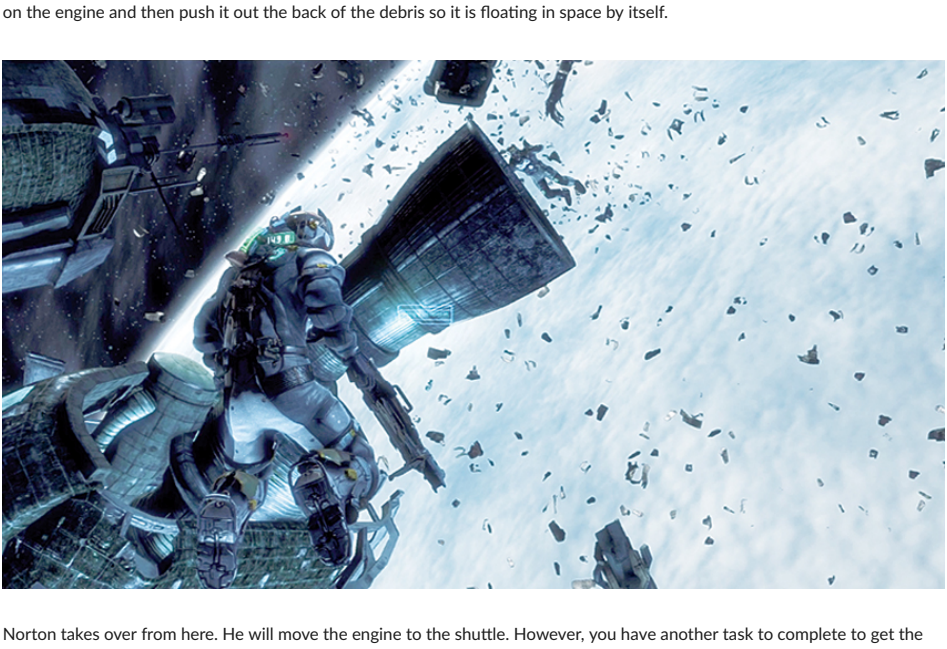


Keep track of your air meter. If you start getting low, head to the large piece of debris and locate a hatch with a yellow “O” painted on it. Shoot the hatch and then use your kinesis to pull the oxygen tank that’s inside to you. Use the tank to restore your air. Another oxygen tank is floating around in space near the engine if you need more.





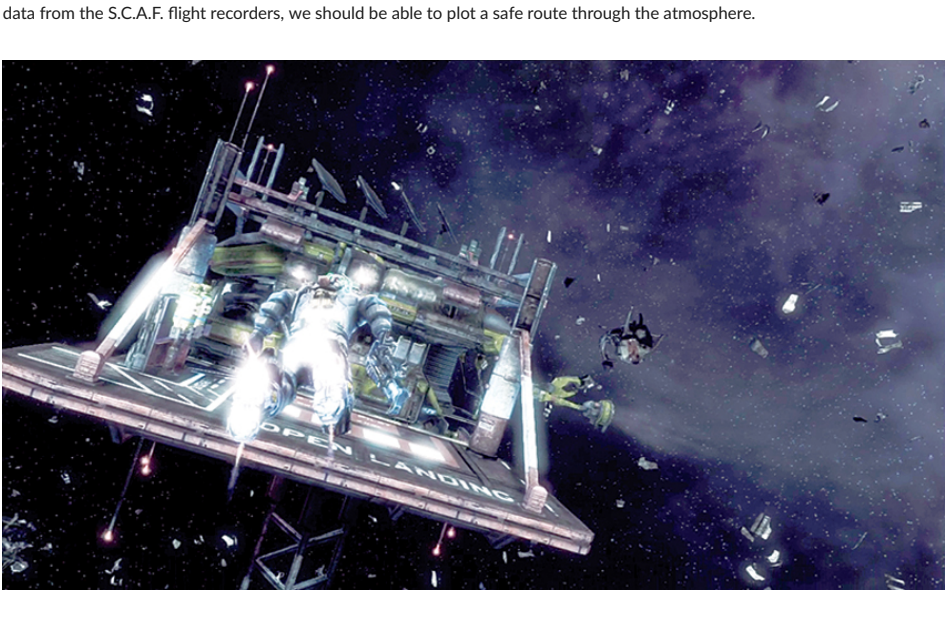
Since the engine is no longer connected to the rest of the debris, all you need to do is slide it out. Take aim at the kinesis sign on the engine and then push it out the back of the debris so it is floating in space by itself.

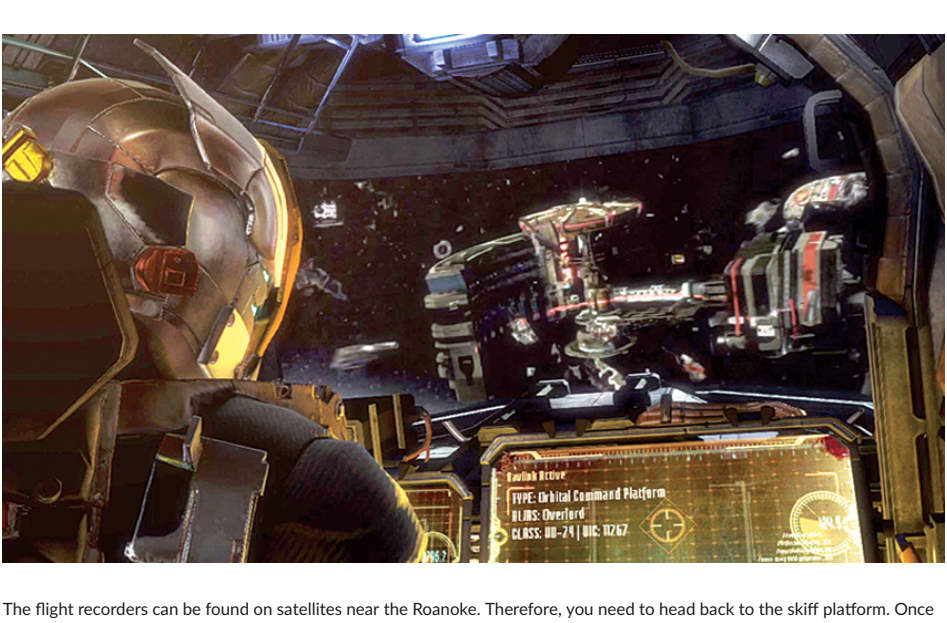


Norton takes over from here. He will move the engine to the shuttle. However, you have another task to complete to get the Crozier ready for flight.

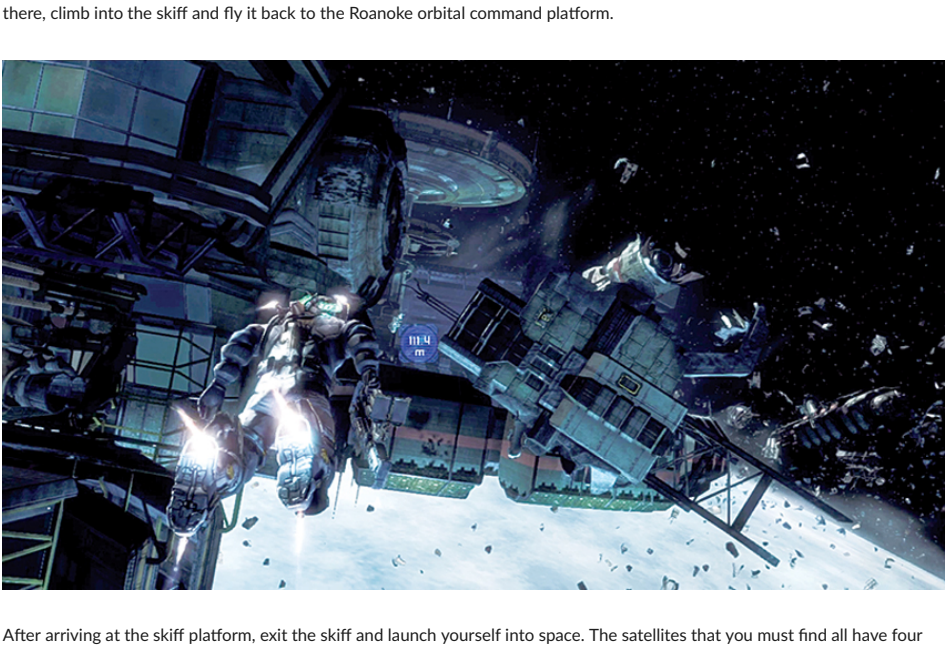
Collect Three S.C.A.F. Flight Recorders

Buckell is worried that our flight down to Tau Volantis will be rocky at best—deadly at worst. If I can retrieve some navigation data from the S.C.A.F. flight recorders, we should be able to plot a safe route through the atmosphere.

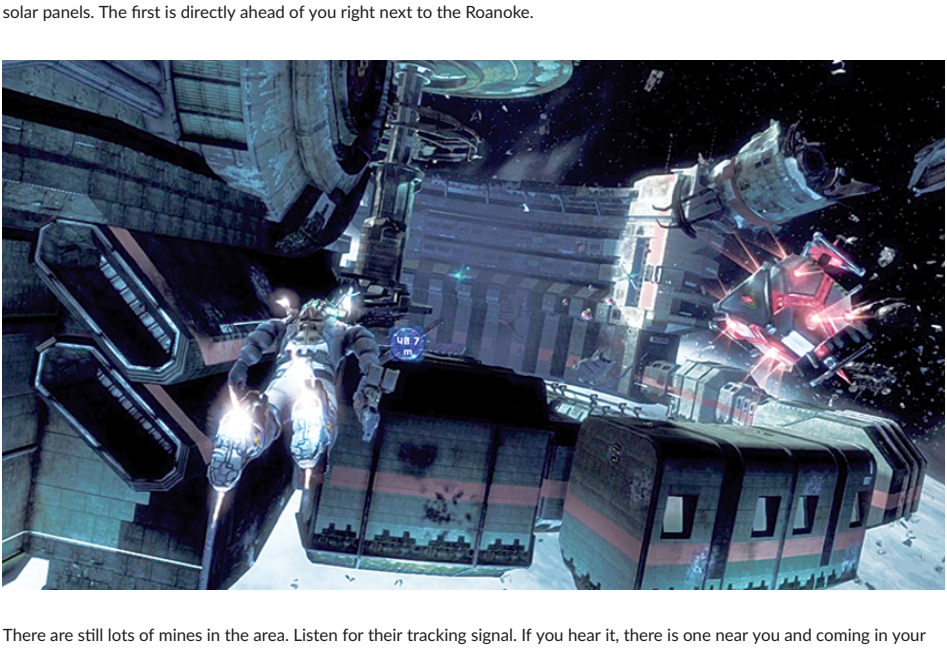




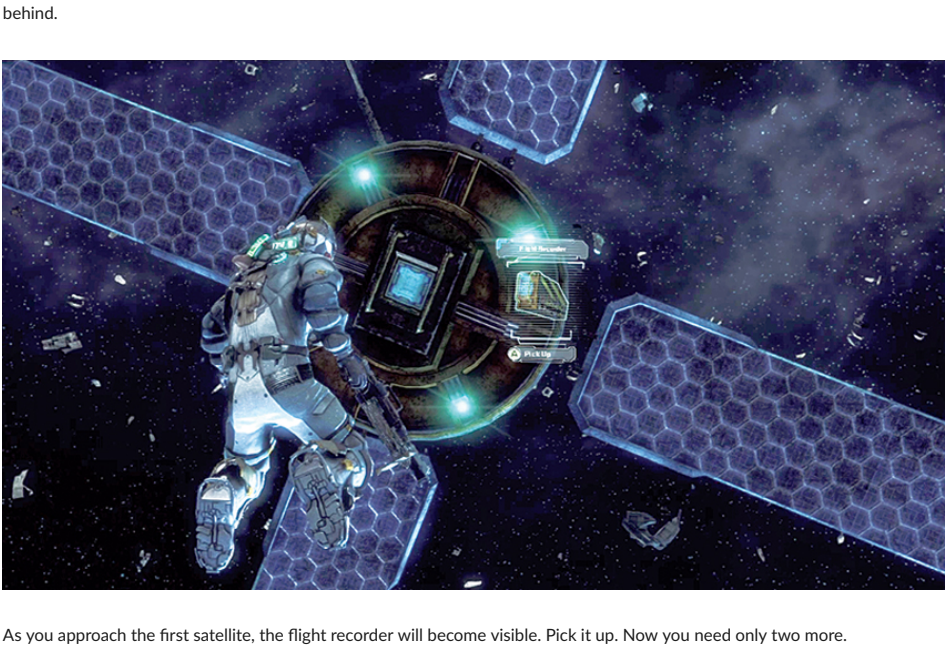
The flight recorders can be found on satellites near the Roanoke. Therefore, you need to head back to the skiff platform. Once there, climb into the skiff and fly it back to the Roanoke orbital command platform.



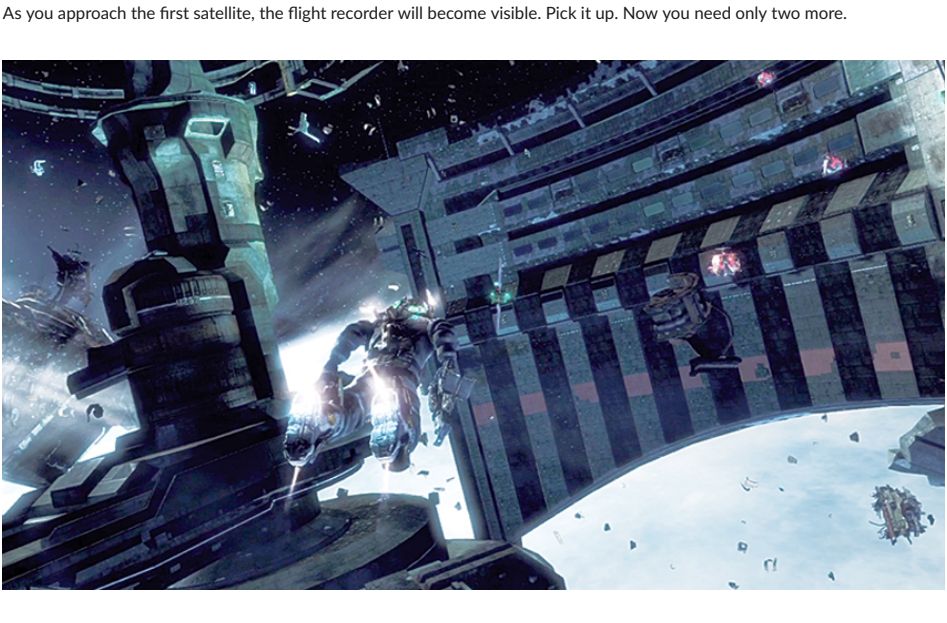
After arriving at the skiff platform, exit the skiff and launch yourself into space. The satellites that you must find all have four solar panels. The first is directly ahead of you right next to the Roanoke.

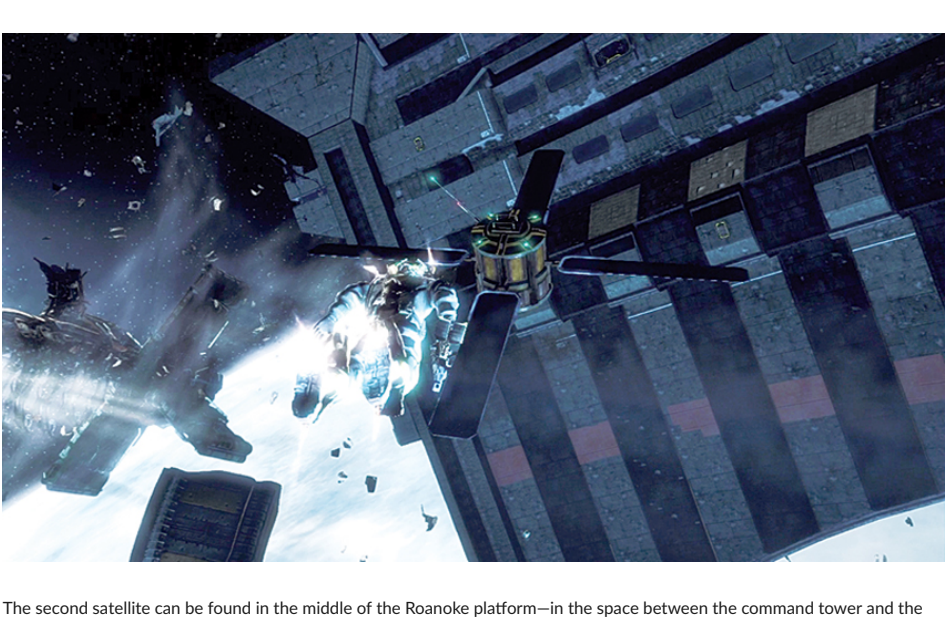


There are still lots of mines in the area. Listen for their tracking signal. If you hear it, there is one near you and coming in your direction. Shoot them before they get too close to damage you when they explode. Be sure to collect pick-ups that they leave behind.

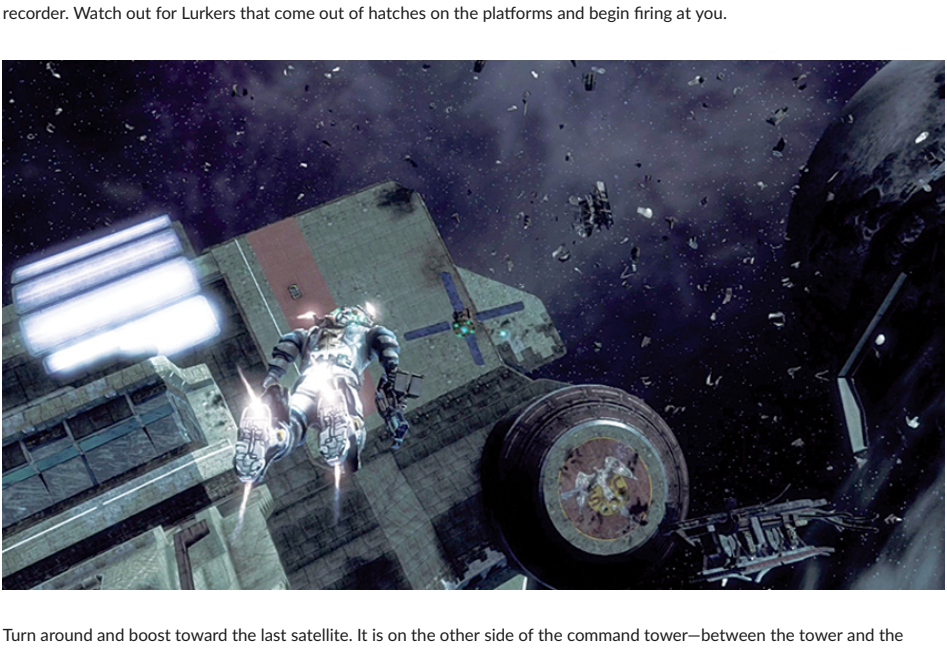


As you approach the first satellite, the flight recorder will become visible. Pick it up. Now you need only two more.





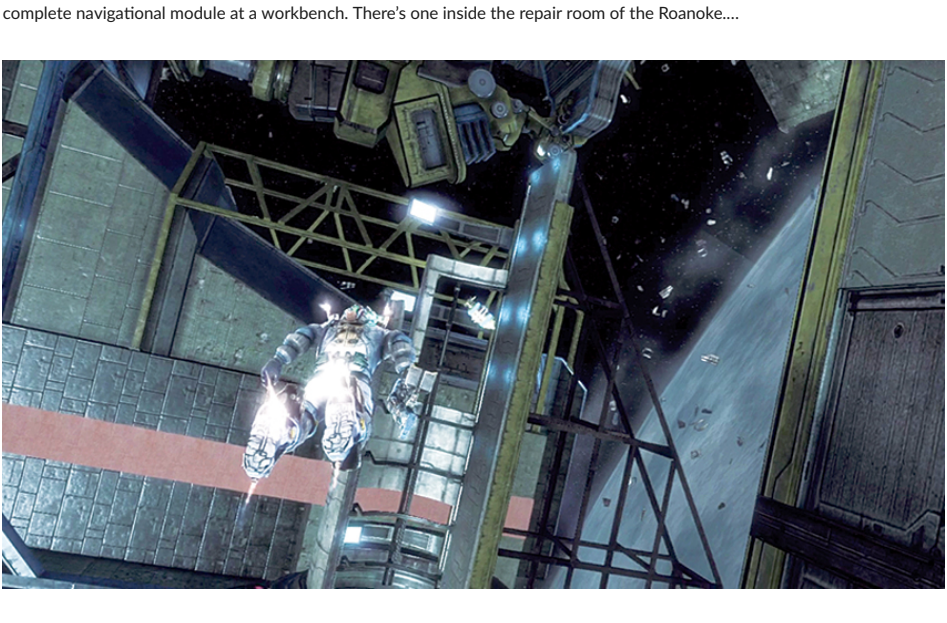
The second satellite can be found in the middle of the Roanoke platform—in the space between the command tower and the living quarters. Several mines are also around here, so blow them all up before you approach the satellite to get the next flight recorder. Watch out for Lurkers that come out of hatches on the platforms and begin firing at you.

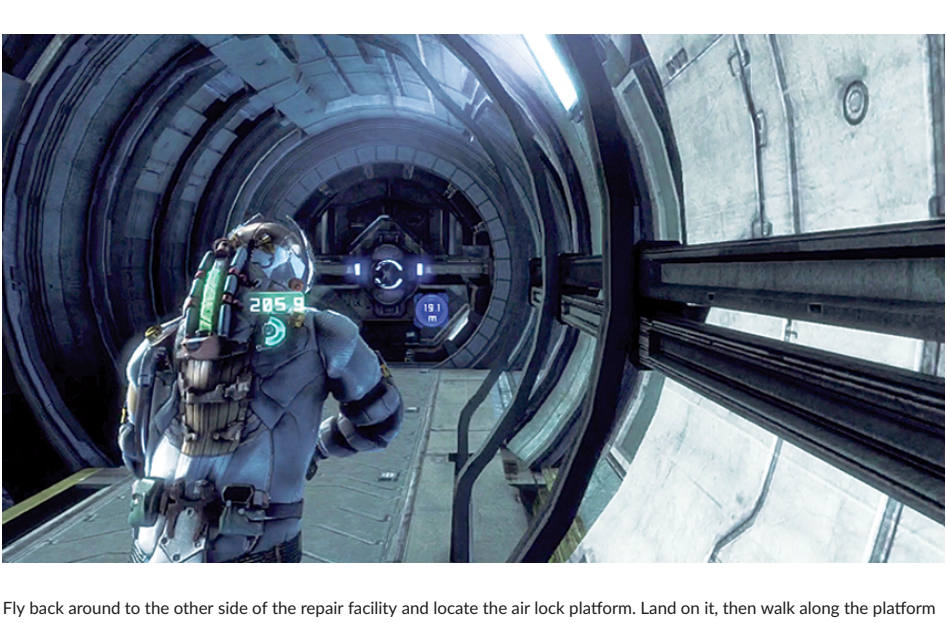


Turn around and boost toward the last satellite. It is on the other side of the command tower—between the tower and the repair facility. Make your way to the satellite and collect the third flight recorder.

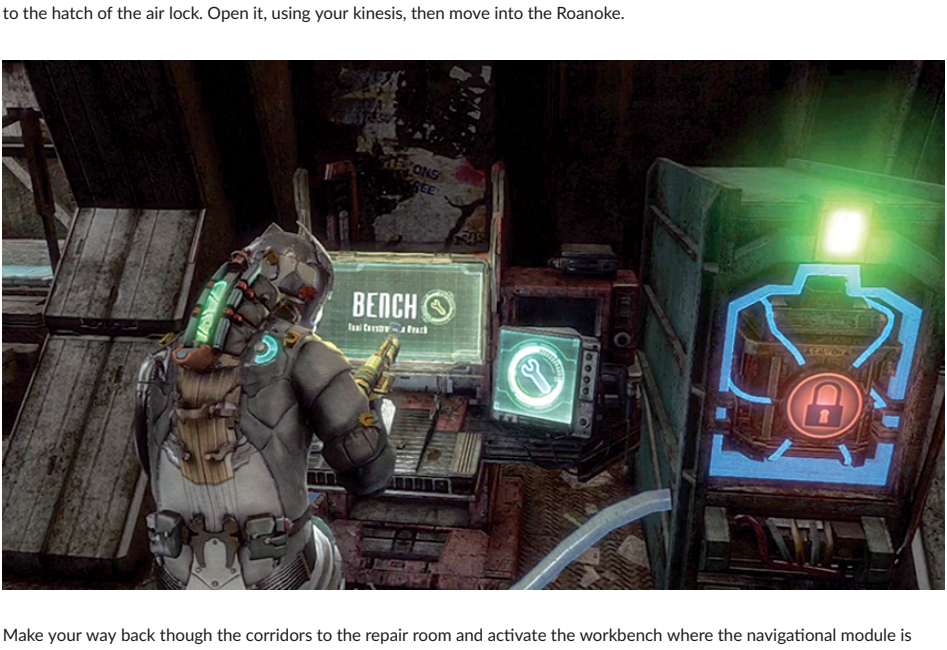
Craft a Navigational Module

Each of these flight recorders has some, but not all, of the data we need to plot a safe route. I can assemble them into a complete navigational module at a workbench. There’s one inside the repair room of the Roanoke….





Fly back around to the other side of the repair facility and locate the air lock platform. Land on it, then walk along the platform to the hatch of the air lock. Open it, using your kinesis, then move into the Roanoke.

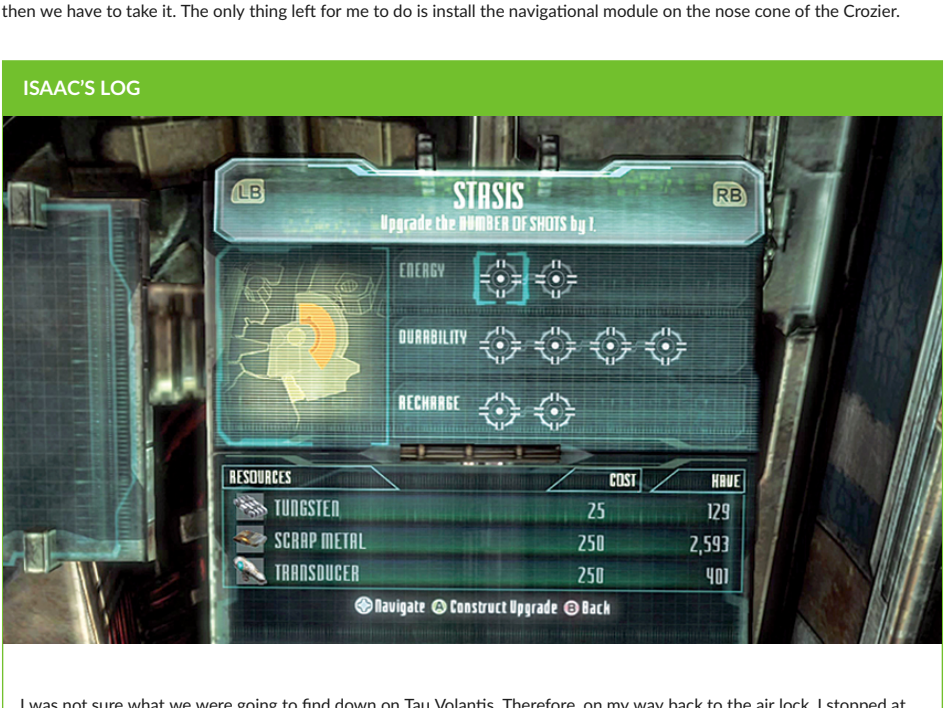


Make your way back though the corridors to the repair room and activate the workbench where the navigational module is crafted from the three flight recorders. Once this is completed, leave the workbench and make your way back to the air lock.

Install the Navigational Module

Our plan is set—we’re going to Tau Volantis. If there’s a chance we can stop the Markers and end the Necromorph scourge, then we have to take it. The only thing left for me to do is install the navigational module on the nose cone of the Crozier.

ISAAC’S LOG



LB STASIS RB

Upgrade the NUMBER OF SHOTS by 1

ENERGY

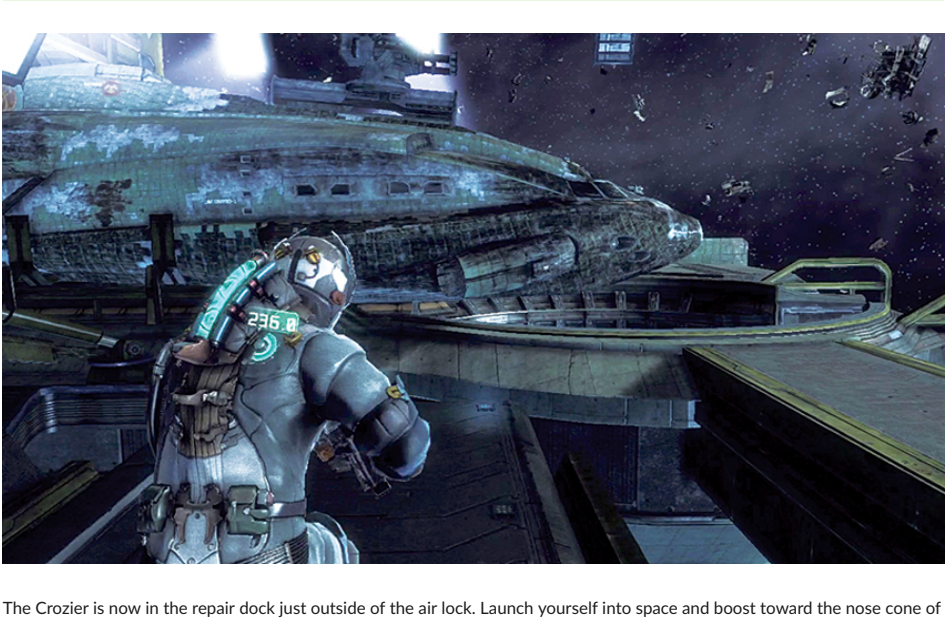
DURABILITY

RECHARGE

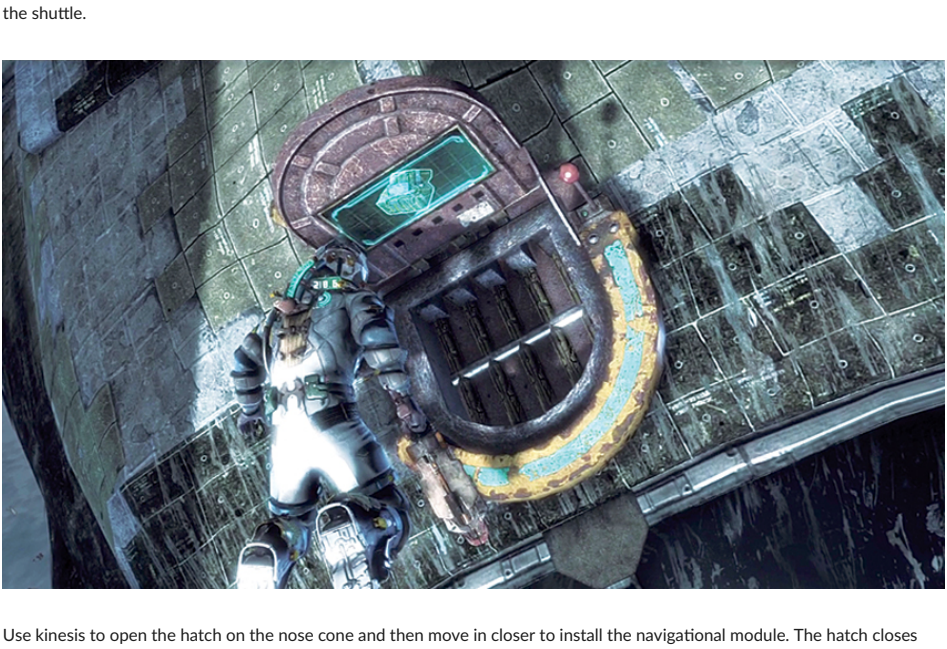
RESOURCES	COST	HAVE
TUNGSTEN	25	129
SCRAP METAL	250	2,593
TRANSDUCER	250	401

Navigate Construct Upgrade Back

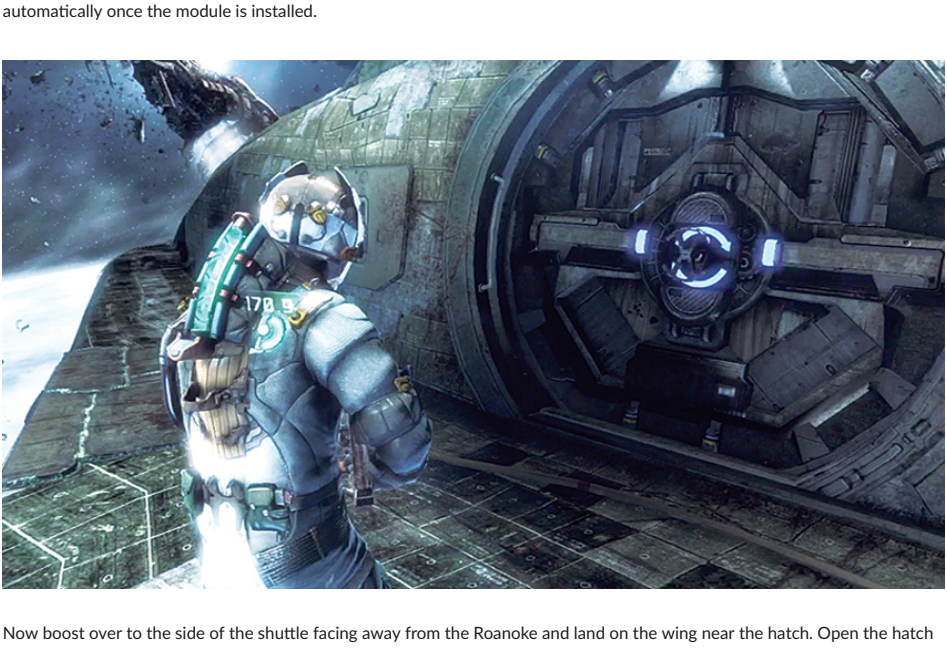
I was not sure what we were going to find down on Tau Volantis. Therefore, on my way back to the air lock, I stopped at the suit kiosk and upgraded my RIG. By now, I had lots of resources and could do several upgrades.



The Crozier is now in the repair dock just outside of the air lock. Launch yourself into space and boost toward the nose cone of the shuttle.

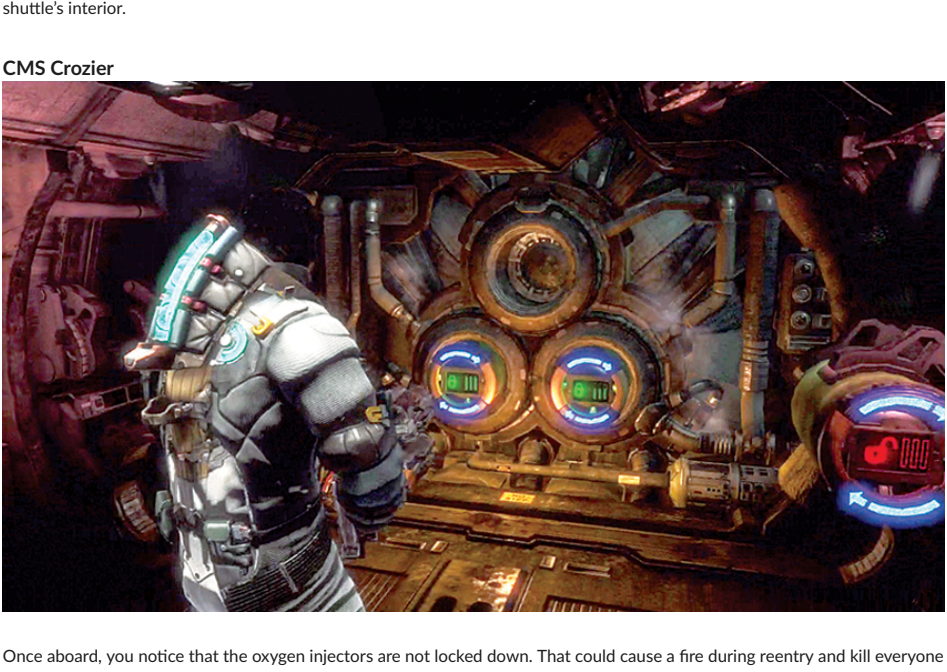


Use kinesis to open the hatch on the nose cone and then move in closer to install the navigational module. The hatch closes automatically once the module is installed.

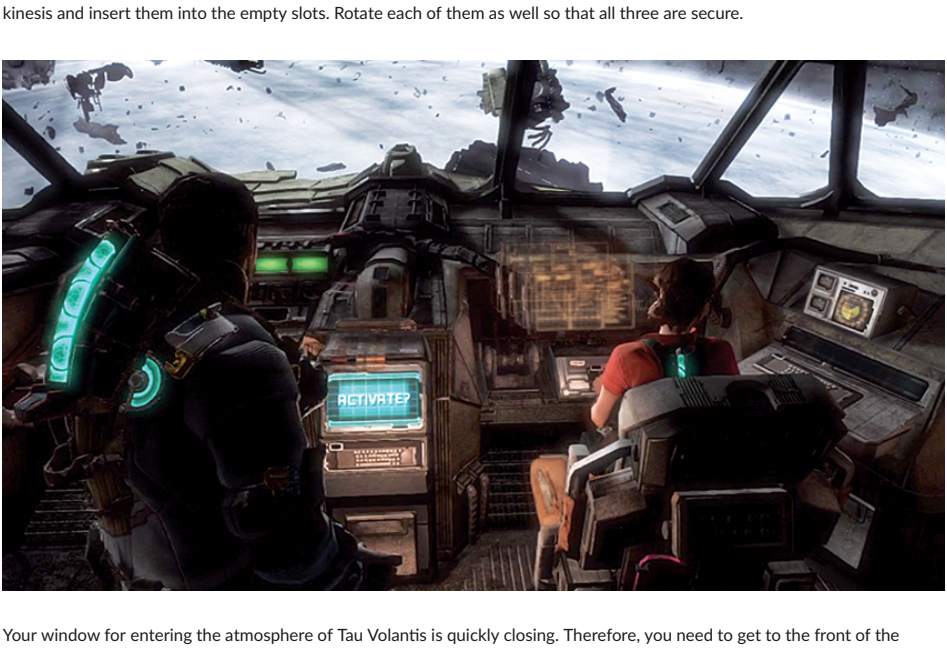


Now boost over to the side of the shuttle facing away from the Roanoke and land on the wing near the hatch. Open the hatch with your kinesis and then enter the Crozier’s air lock. Once it is pressurized, advance through the next hatch to enter the shuttle’s interior.

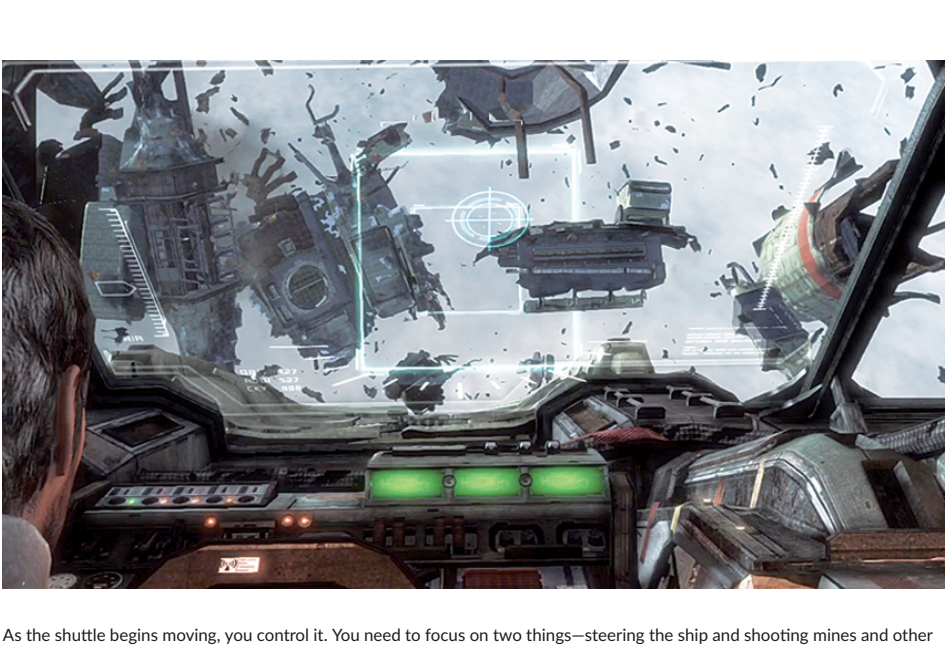
CMS Crozier



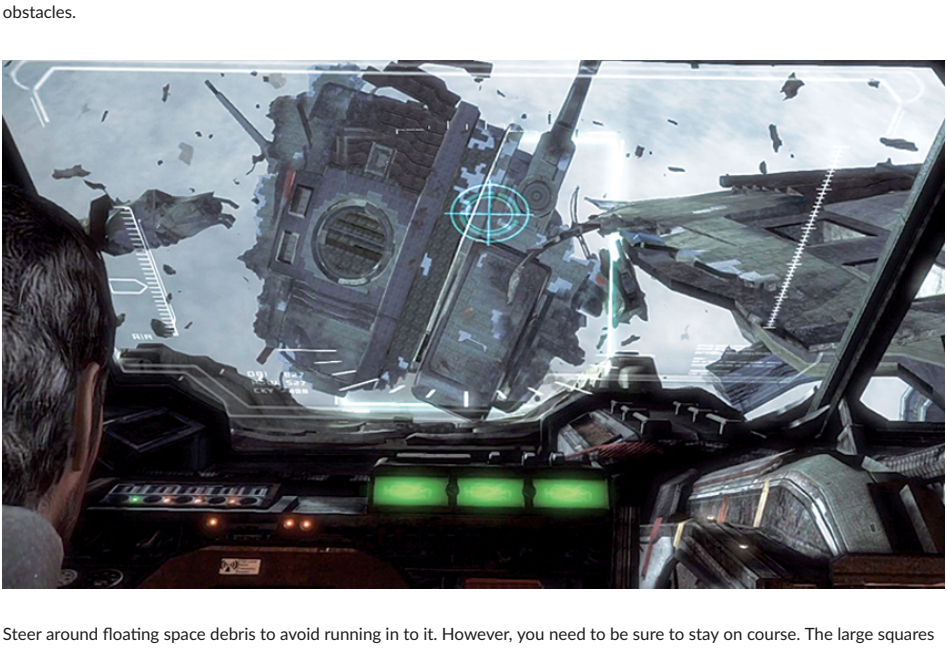
Once aboard, you notice that the oxygen injectors are not locked down. That could cause a fire during reentry and kill everyone aboard. One of the injectors is already inserted. Use kinesis to rotate it and lock it. Then pick up the other two injectors with kinesis and insert them into the empty slots. Rotate each of them as well so that all three are secure.



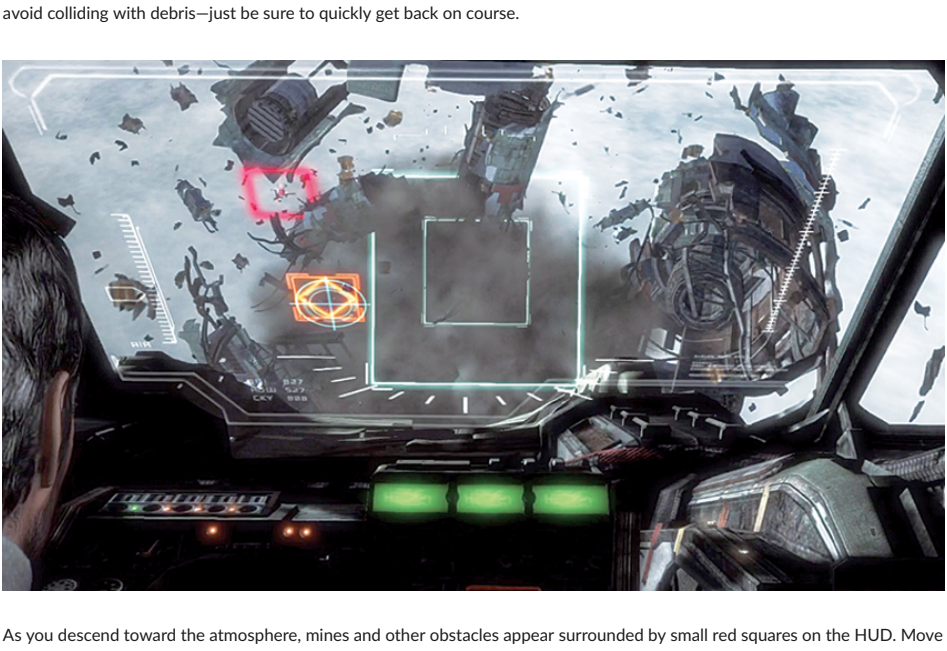
Your window for entering the atmosphere of Tau Volantis is quickly closing. Therefore, you need to get to the front of the cockpit and get ready for launch. Once you are at the controls, activate the console to begin your journey down to the planet.



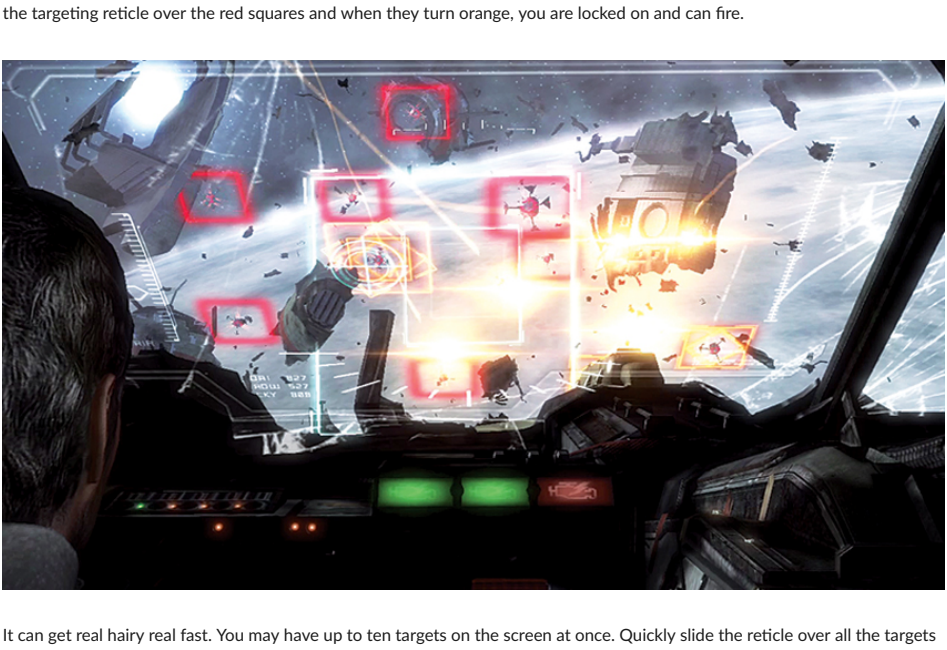
As the shuttle begins moving, you control it. You need to focus on two things—steering the ship and shooting mines and other obstacles.



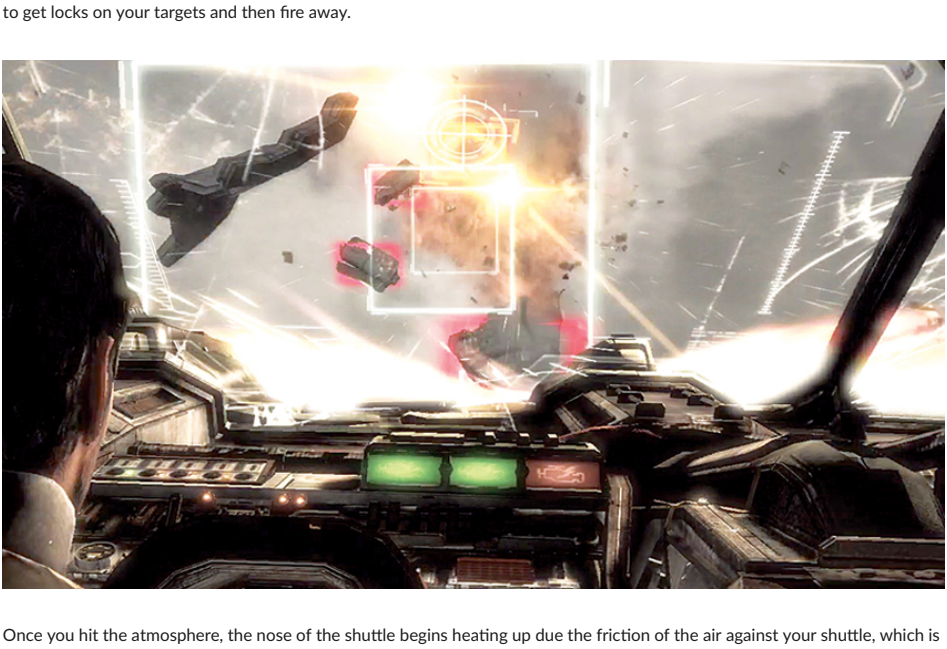
Steer around floating space debris to avoid running in to it. However, you need to be sure to stay on course. The large squares on your heads-up display, or HUD, show the course set for you by the navigational module. You can steer out of the squares to avoid colliding with debris—just be sure to quickly get back on course.



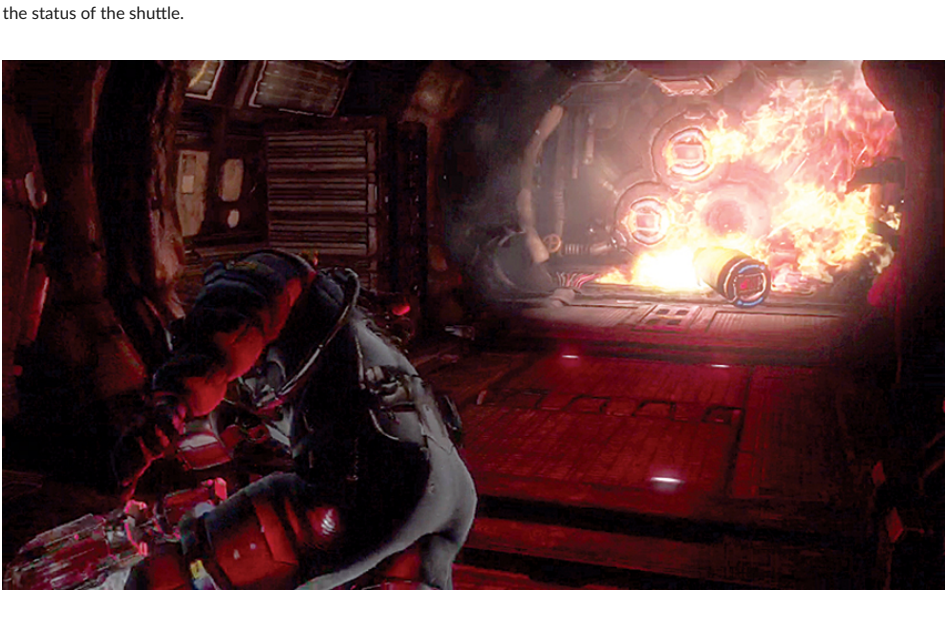
As you descend toward the atmosphere, mines and other obstacles appear surrounded by small red squares on the HUD. Move the targeting reticle over the red squares and when they turn orange, you are locked on and can fire.

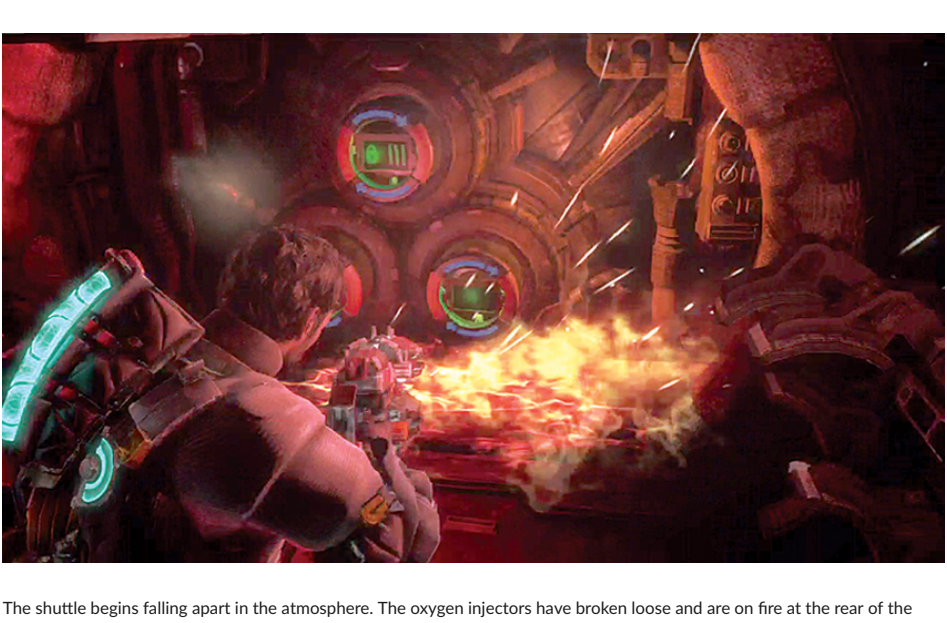


It can get real hairy real fast. You may have up to ten targets on the screen at once. Quickly slide the reticle over all the targets to get locks on your targets and then fire away.

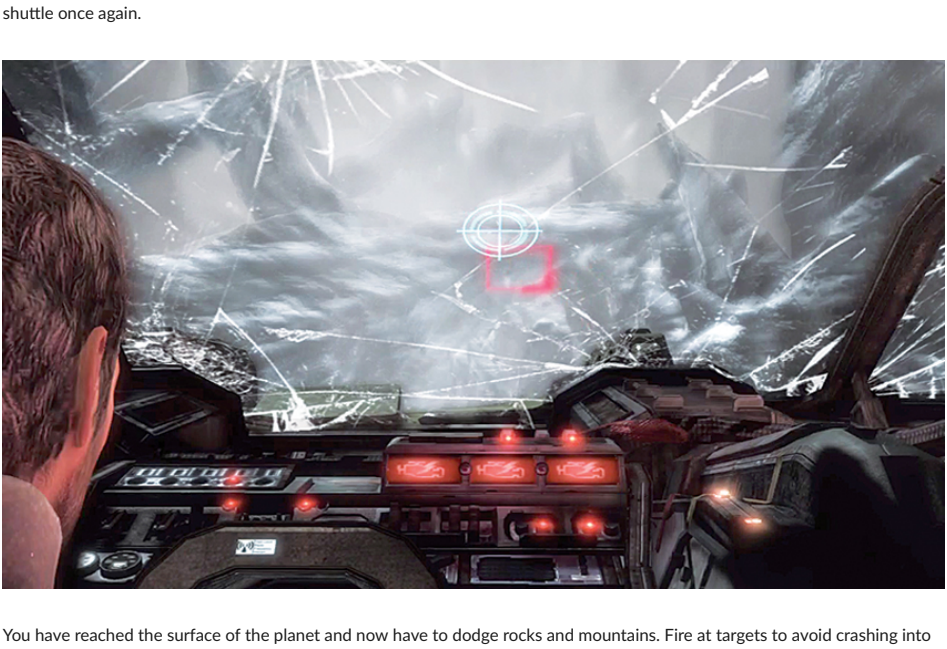


Once you hit the atmosphere, the nose of the shuttle begins heating up due the friction of the air against your shuttle, which is traveling at extreme speed. Mines are no longer a threat. Instead, you need to shoot at debris that is falling toward the planet’s surface along with you. If mines or debris hit your shuttle, you take damage. The three green lights on your cockpit dash show the status of the shuttle.

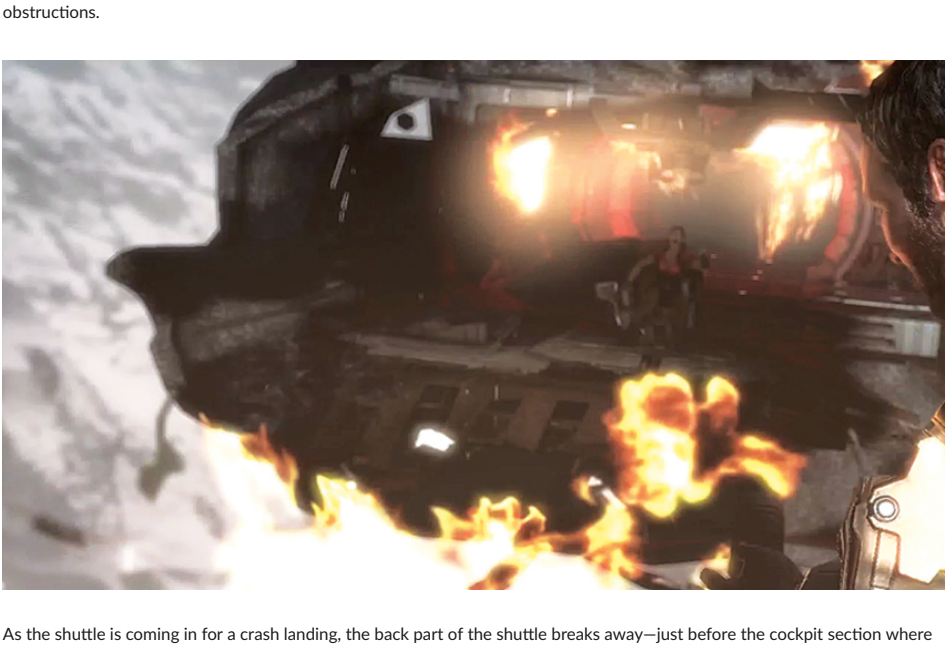




The shuttle begins falling apart in the atmosphere. The oxygen injectors have broken loose and are on fire at the rear of the cabin. Rush back there and use kinesis to insert one of the injectors that has come out of the socket. Then continue using kinesis to rotate each of the three injectors to seal them and stop the fire. Now get back to the cockpit and take control of the shuttle once again.



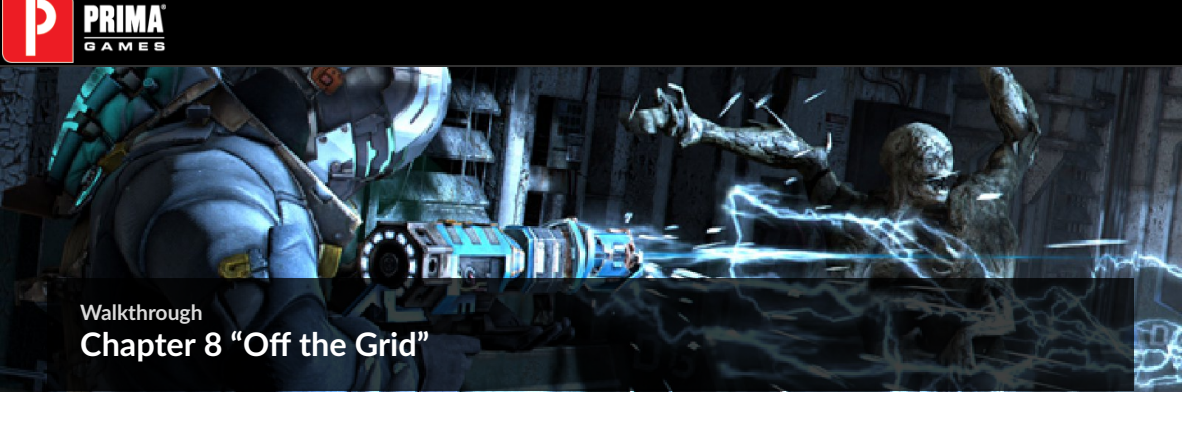
You have reached the surface of the planet and now have to dodge rocks and mountains. Fire at targets to avoid crashing into obstructions.



As the shuttle is coming in for a crash landing, the back part of the shuttle breaks away—just before the cockpit section where you are seated crashes into the ground.

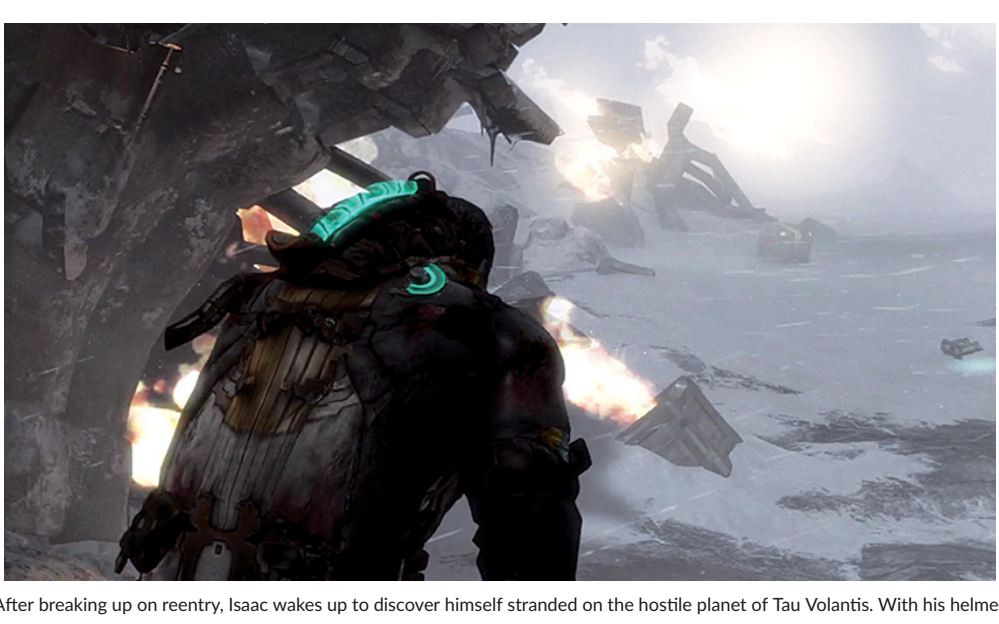
Space Ace

To earn this award, you must shoot at least 70 targets during your ride down to Tau Volantis.



Walkthrough

Chapter 8 “Off the Grid”

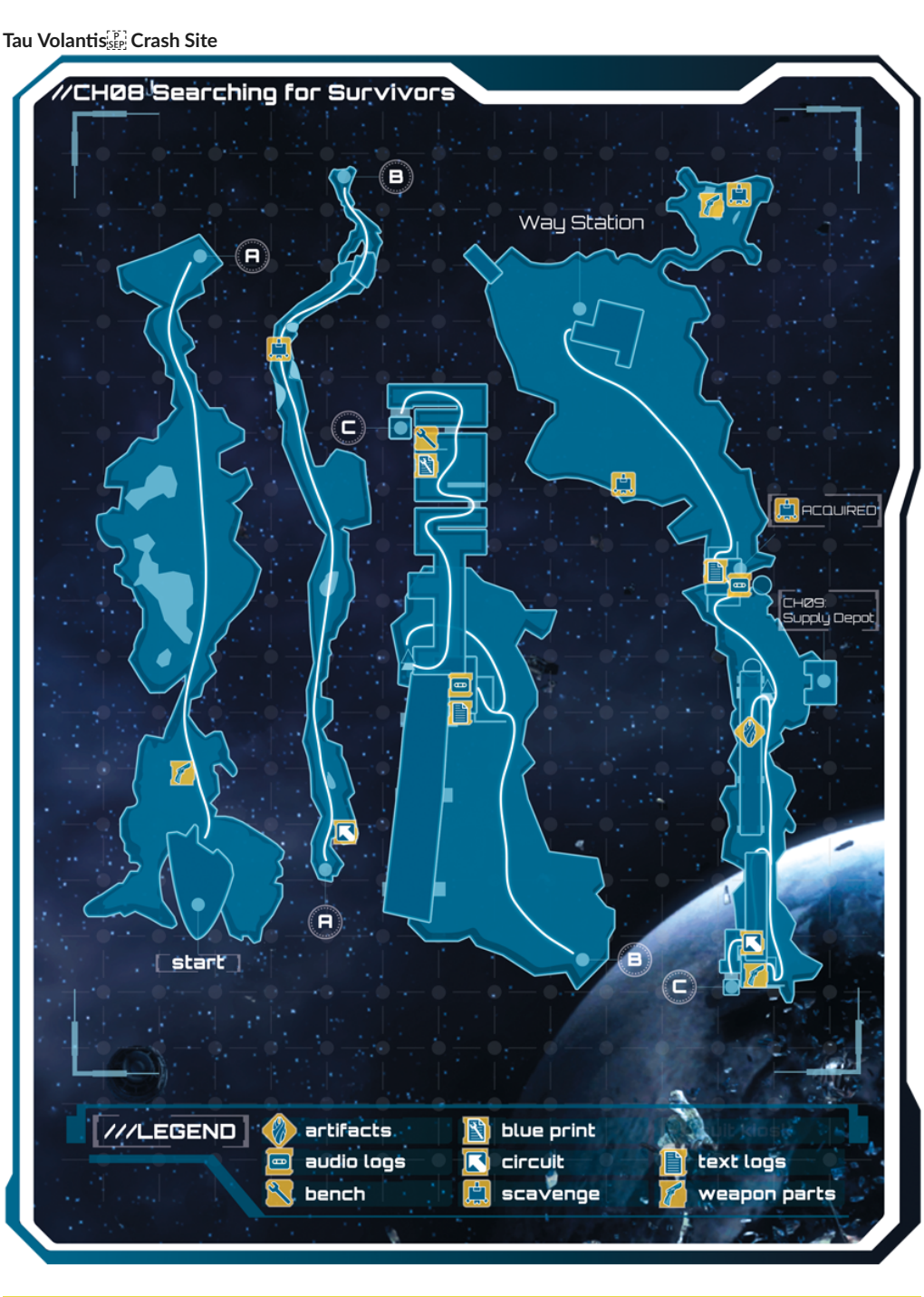


After breaking up on reentry, Isaac wakes up to discover himself stranded on the hostile planet of Tau Volantis. With his helmet broken, and his crew scattered or dead, Isaac's only option is to press forward in hopes of finding a way to survive.

Level Stats

- Total Artifacts: 1
- S.C.A.F. Artifacts: 1
- Total Logs: 4
- Text Logs: 2
- Audio Logs: 2
- Blueprints: 1
- Weapon Parts: 3
- Circuits: 2

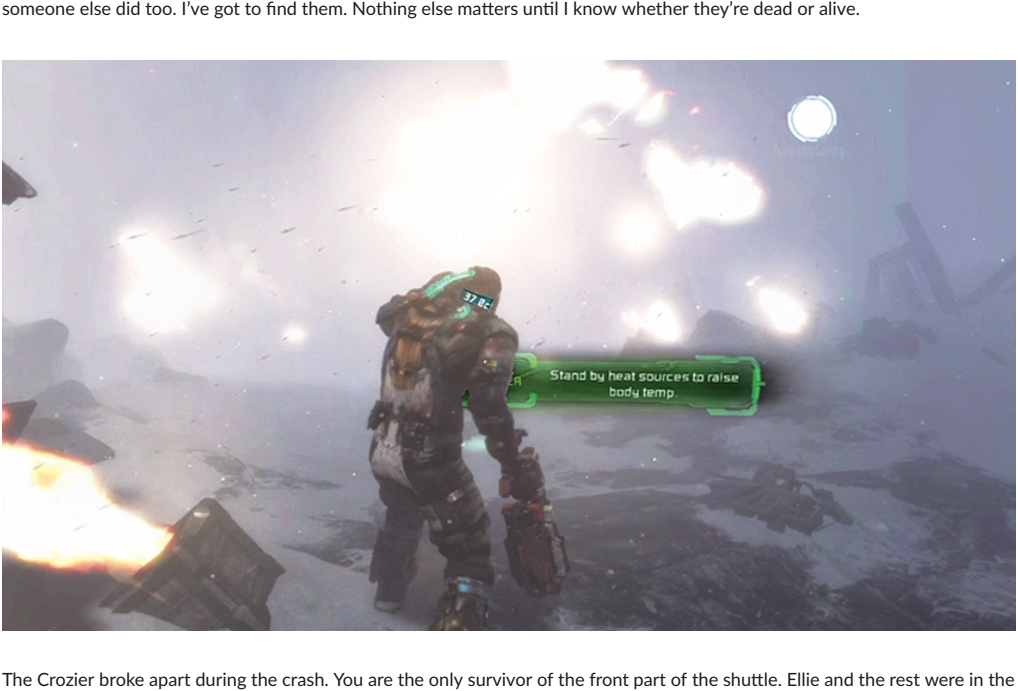
Tau Volantis Crash Site



Click here for interactive maps

Search for Survivors

We broke up on reentry. Pieces of the Crozier must be scattered all over this damned planet. But if I survived, chances are someone else did too. I've got to find them. Nothing else matters until I know whether they're dead or alive.



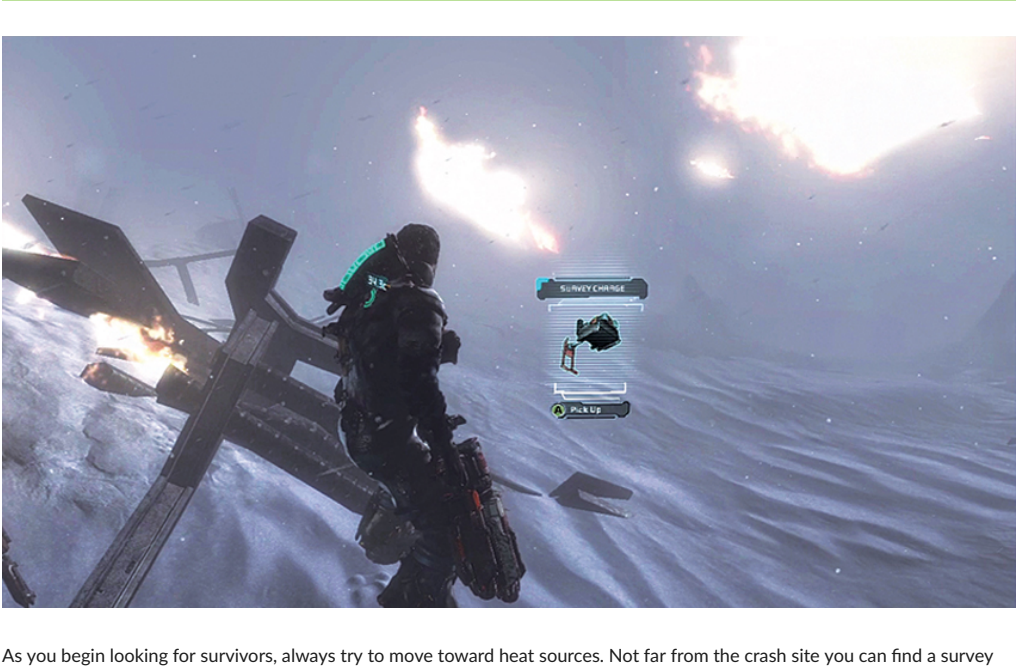
The Crozier broke apart during the crash. You are the only survivor of the front part of the shuttle. Ellie and the rest were in the aft section when the craft split. You discover that Tau Volantis is an icy planet. Your suit is damaged, so the helmet will not close and it no longer can heat your body. The subzero temperatures on the planet can quickly freeze you. You must find heat sources such as flaming parts of wreckage to warm yourself.

Snow Crash

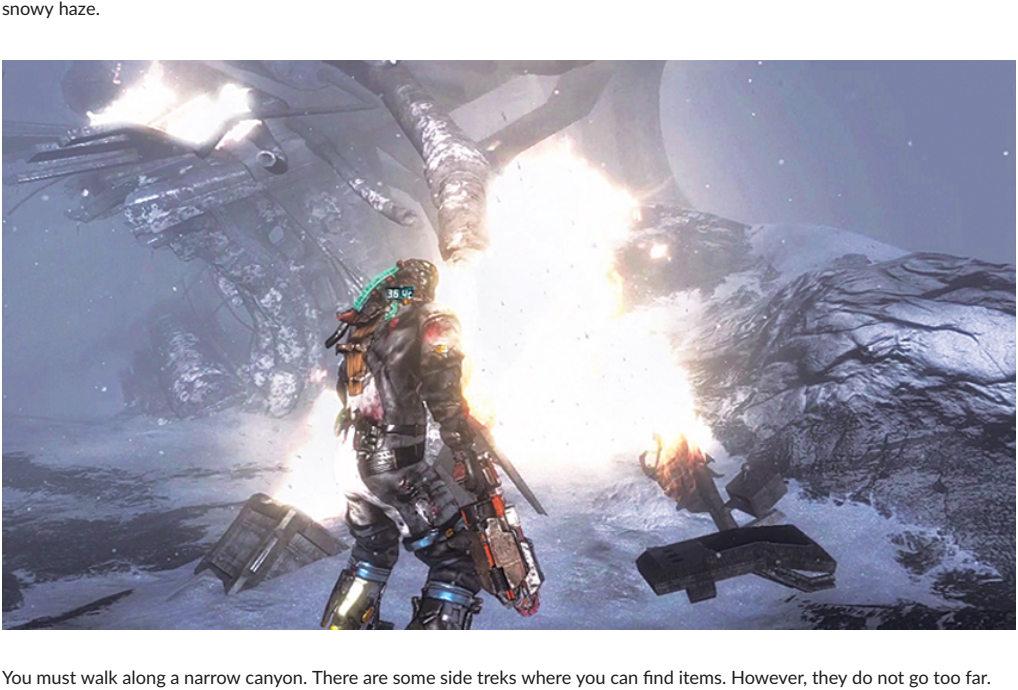
Reach the surface of Tau Volantis to earn this award.

ISAAC'S LOG

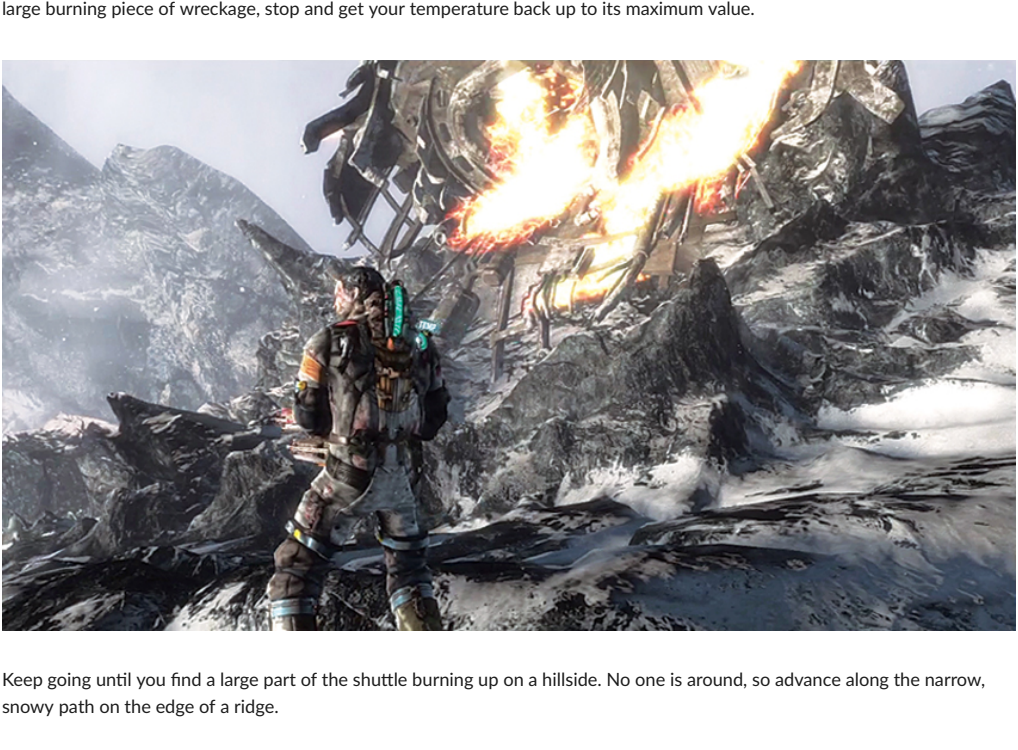
I had never been so cold in my life. Though I had worked in the vacuum of space where it reaches extremely cold temperatures, I always had a functioning suit that would provide heat and keep me in relative comfort. However, after the crash on Tau Volantis, my suit would not seal and the heating elements were not working. Luckily my RIG still functioned. My air meter switched over to temperature mode. As I moved away from heat sources—and I began losing heat—the meter would start decreasing. If it had ever got down to zero, I would have frozen to death. Therefore, I advanced from heat source to heat source. I always kept track of where I was and if necessary, went back to the last heat source so I would survive to find Ellie. I knew she was still alive somewhere on this frozen planet.



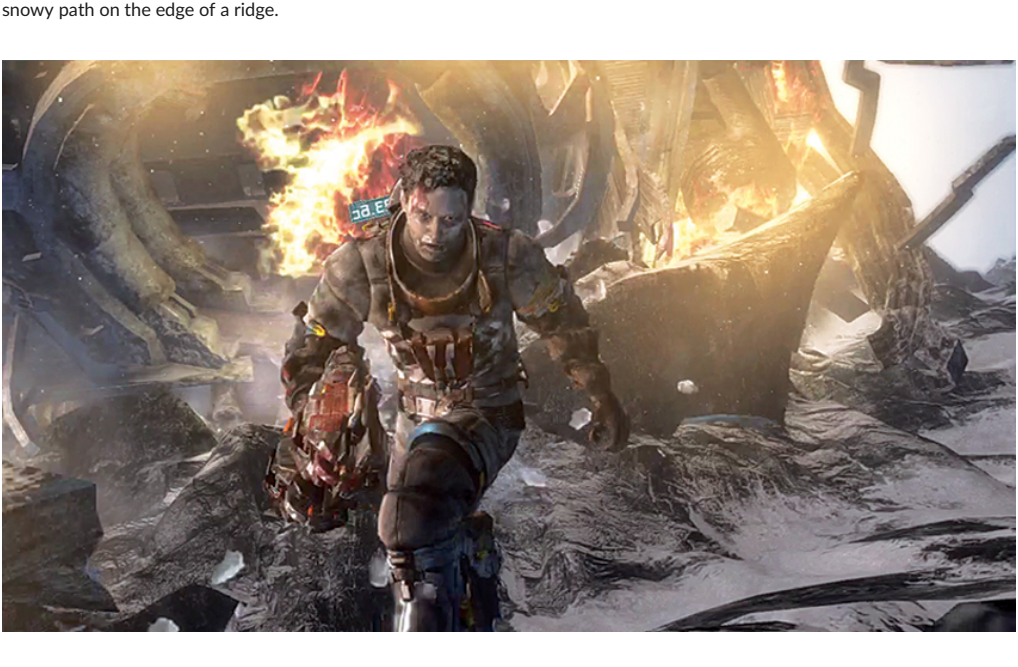
As you begin looking for survivors, always try to move toward heat sources. Not far from the crash site you can find a survey charge weapon part. There are also several other pick-ups such as ammo and med packs. Look for objects shining through the snowy haze.

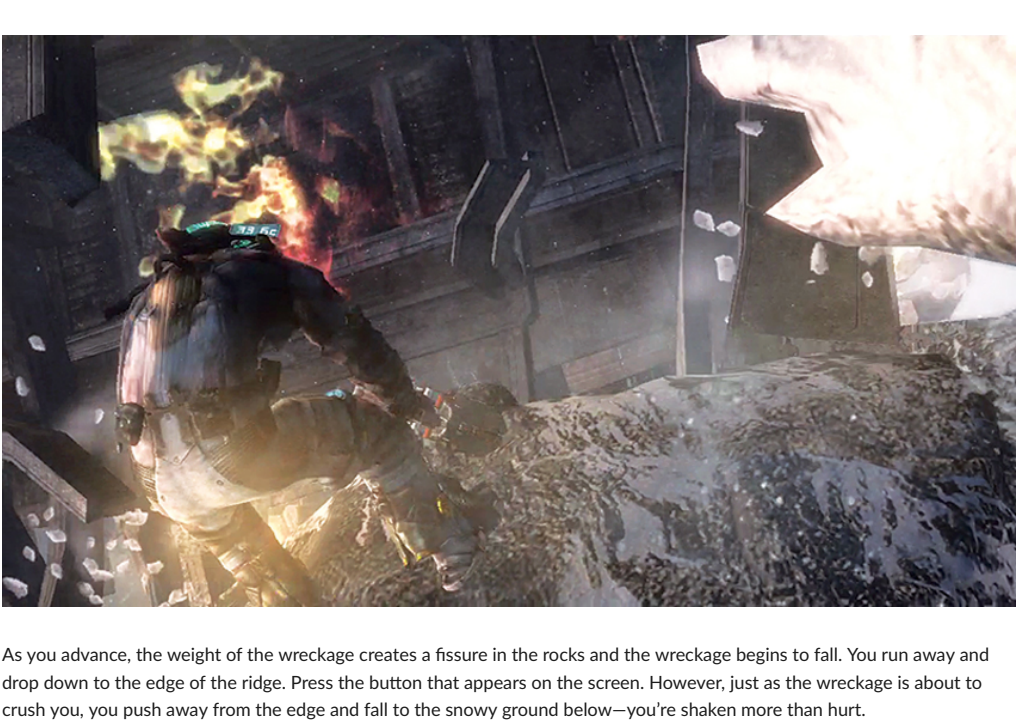


You must walk along a narrow canyon. There are some side treks where you can find items. However, they do not go too far. The locator is not working, so you have to maintain sense of direction as you advance through the snow. Whenever you find a large burning piece of wreckage, stop and get your temperature back up to its maximum value.

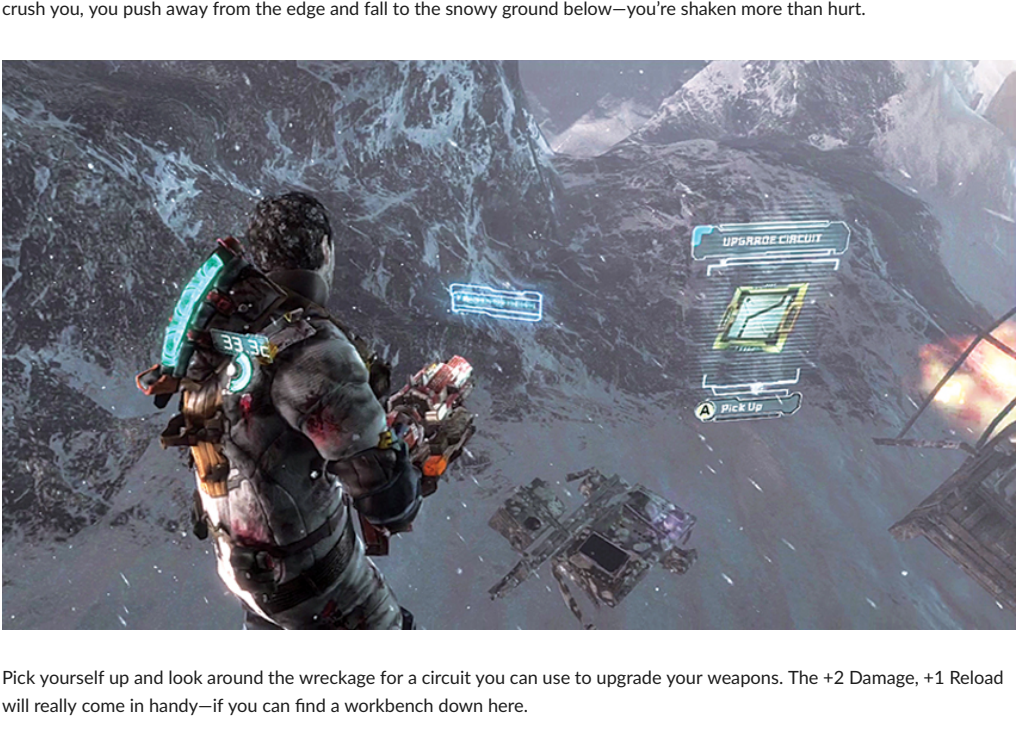


Keep going until you find a large part of the shuttle burning up on a hillside. No one is around, so advance along the narrow, snowy path on the edge of a ridge.

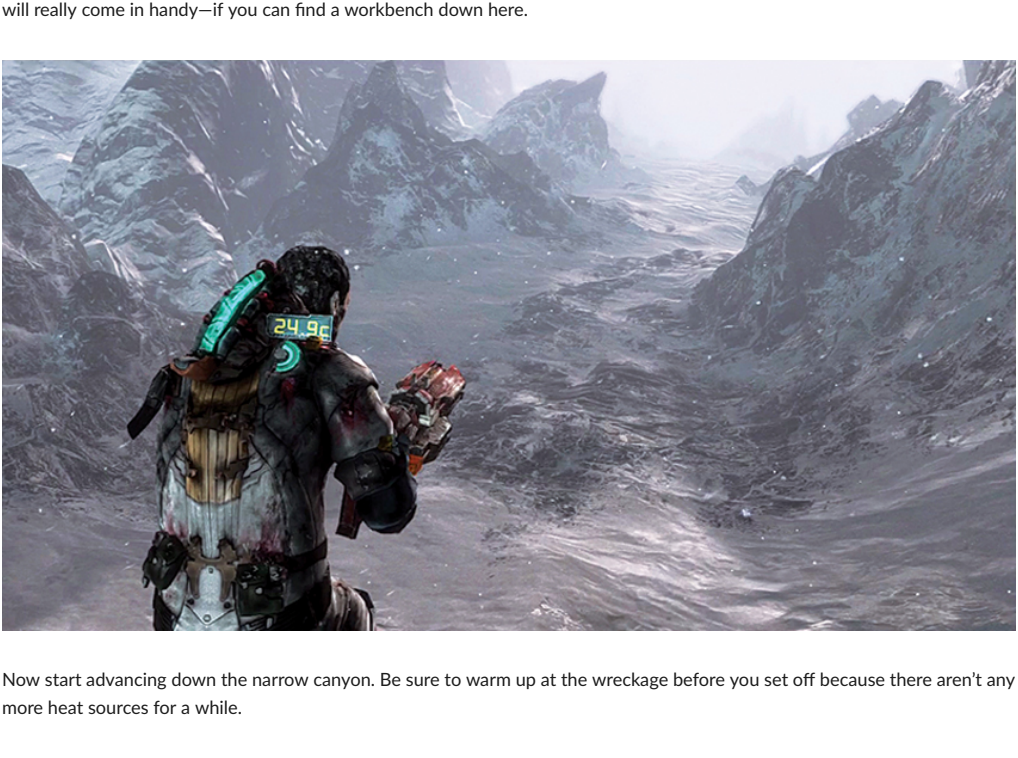




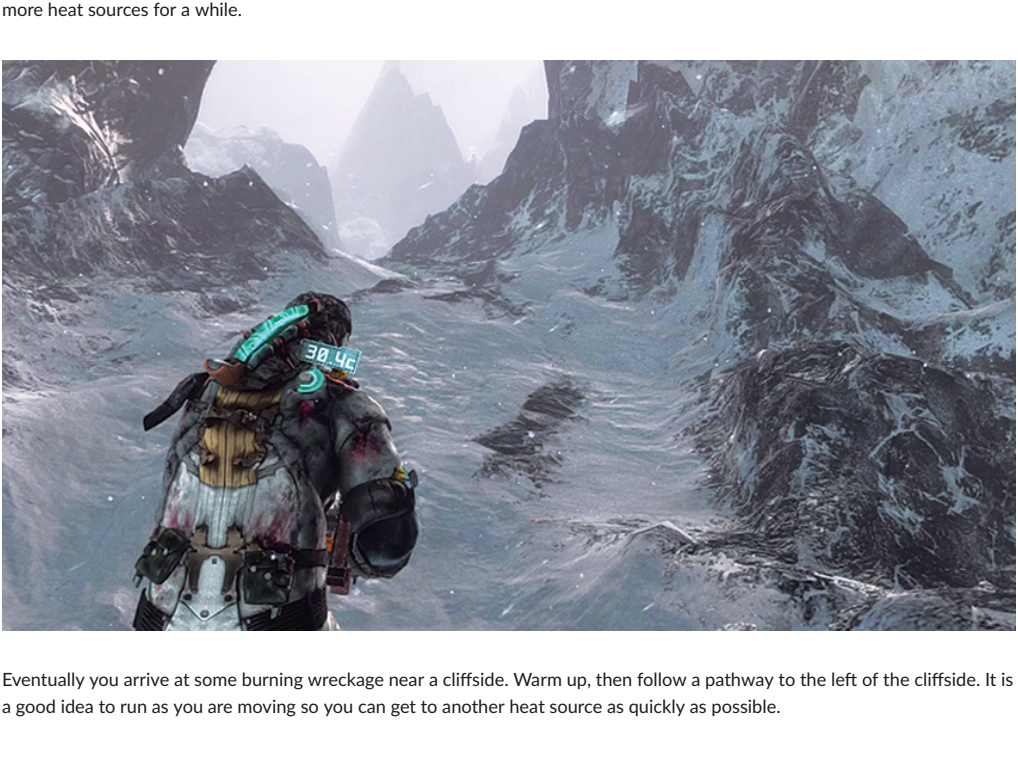
As you advance, the weight of the wreckage creates a fissure in the rocks and the wreckage begins to fall. You run away and drop down to the edge of the ridge. Press the button that appears on the screen. However, just as the wreckage is about to crush you, you push away from the edge and fall to the snowy ground below—you're shaken more than hurt.



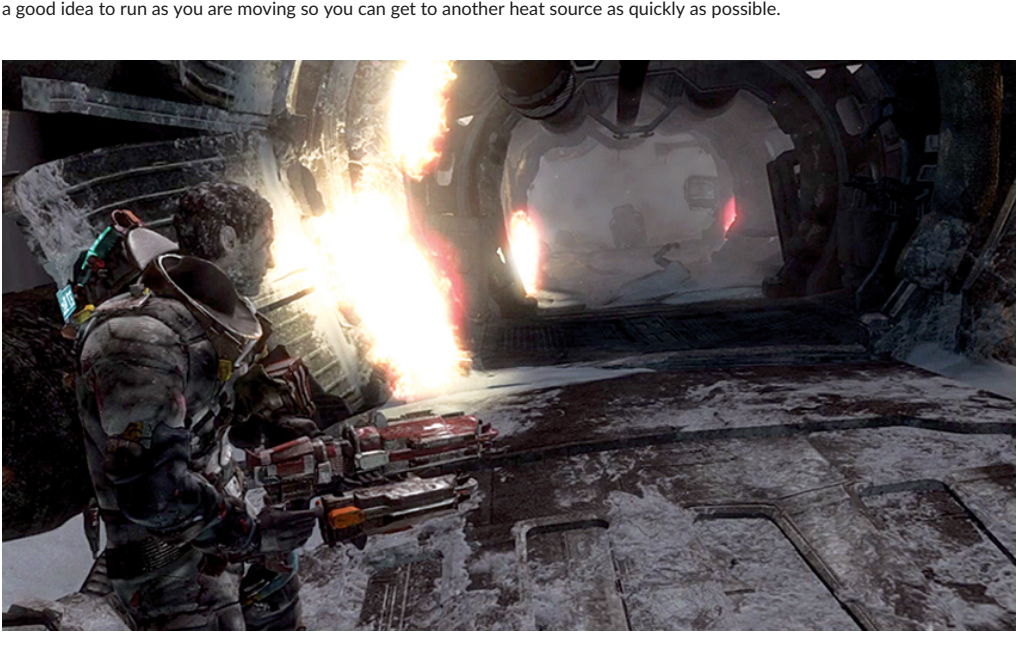
Pick yourself up and look around the wreckage for a circuit you can use to upgrade your weapons. The +2 Damage, +1 Reload will really come in handy—if you can find a workbench down here.



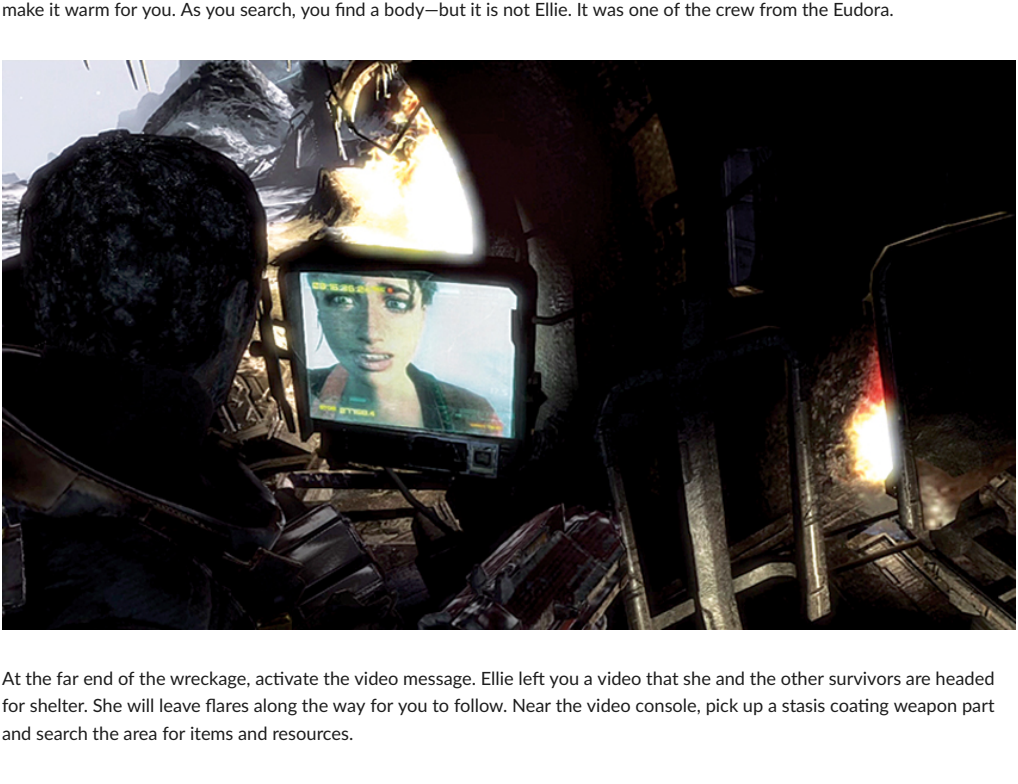
Now start advancing down the narrow canyon. Be sure to warm up at the wreckage before you set off because there aren't any more heat sources for a while.



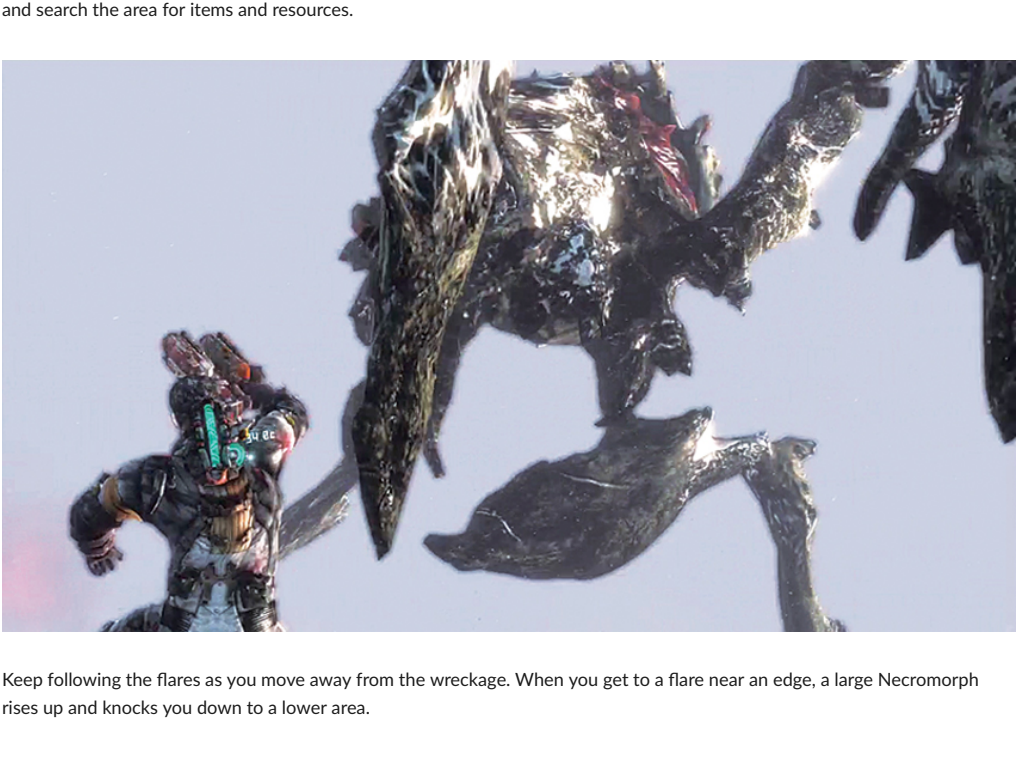
Eventually you arrive at some burning wreckage near a cliffside. Warm up, then follow a pathway to the left of the cliffside. It is a good idea to run as you are moving so you can get to another heat source as quickly as possible.



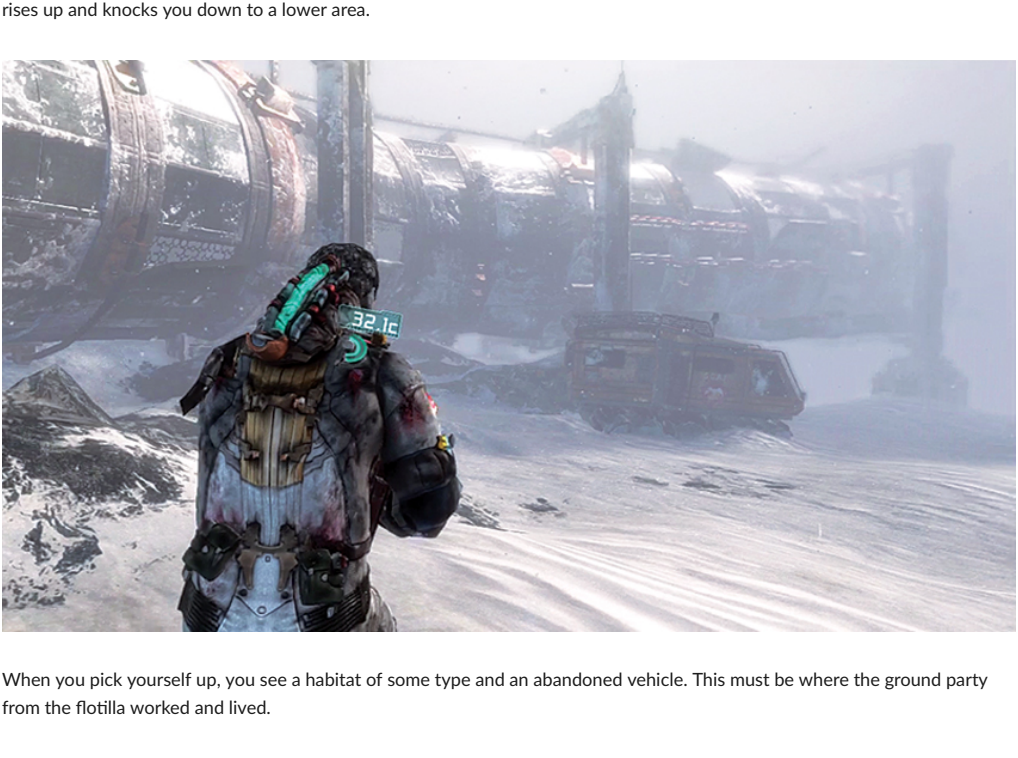
Keep going until you find the rear part of the shuttle where the rest of the crew were when it broke apart. The flames inside make it warm for you. As you search, you find a body—but it is not Ellie. It was one of the crew from the Eudora.



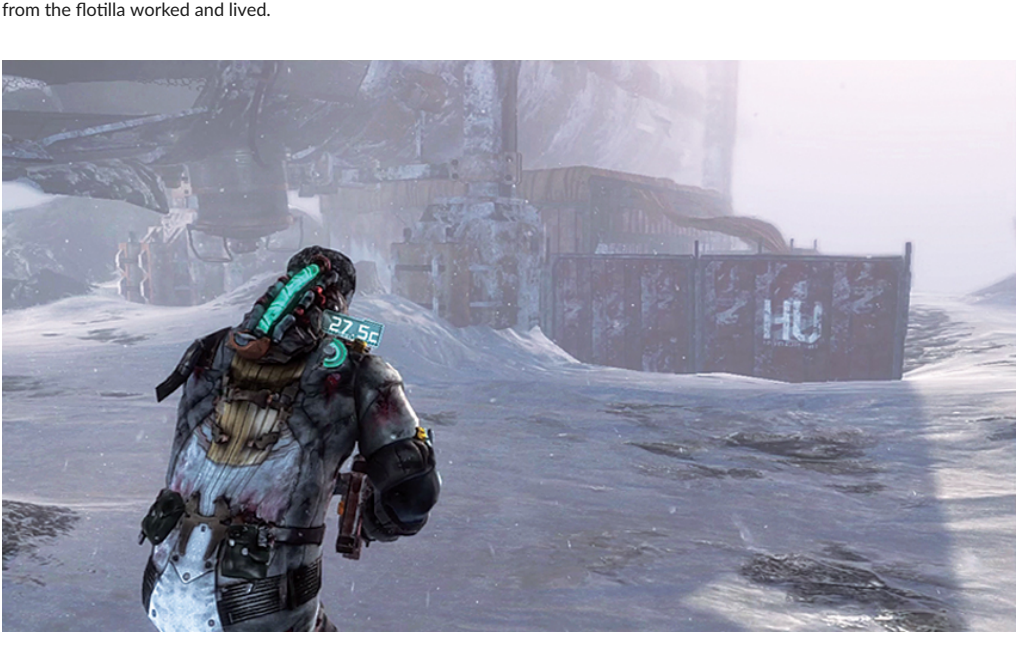
At the far end of the wreckage, activate the video message. Ellie left you a video that she and the other survivors are headed for shelter. She will leave flares along the way for you to follow. Near the video console, pick up a stasis coating weapon part and search the area for items and resources.

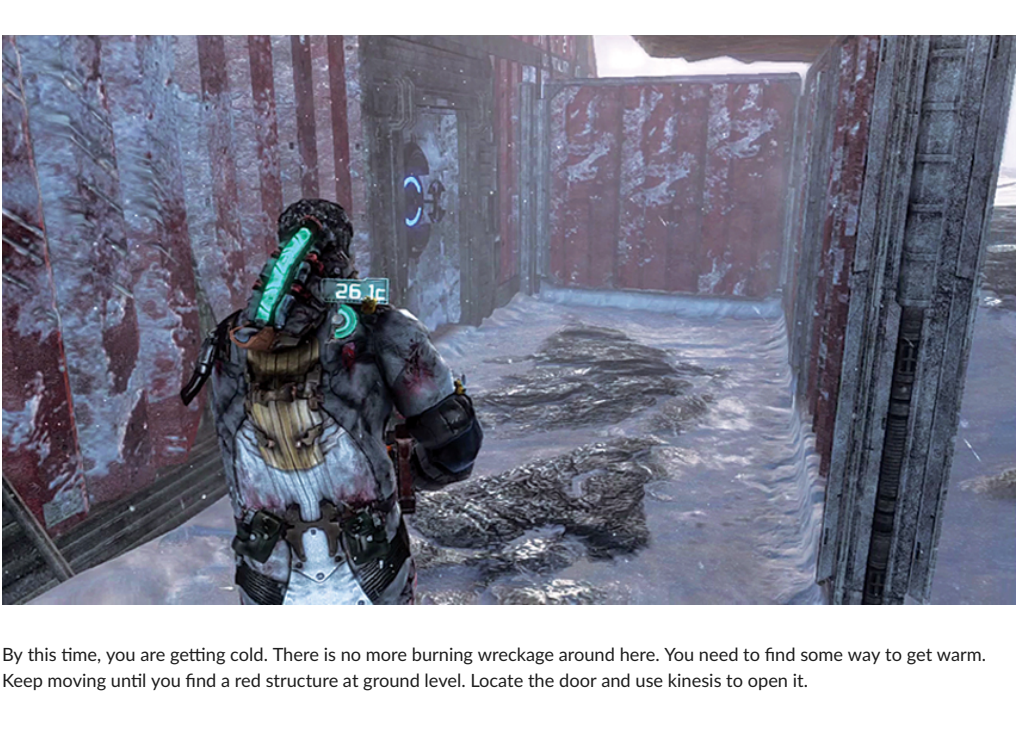


Keep following the flares as you move away from the wreckage. When you get to a flare near an edge, a large Necromorph rises up and knocks you down to a lower area.

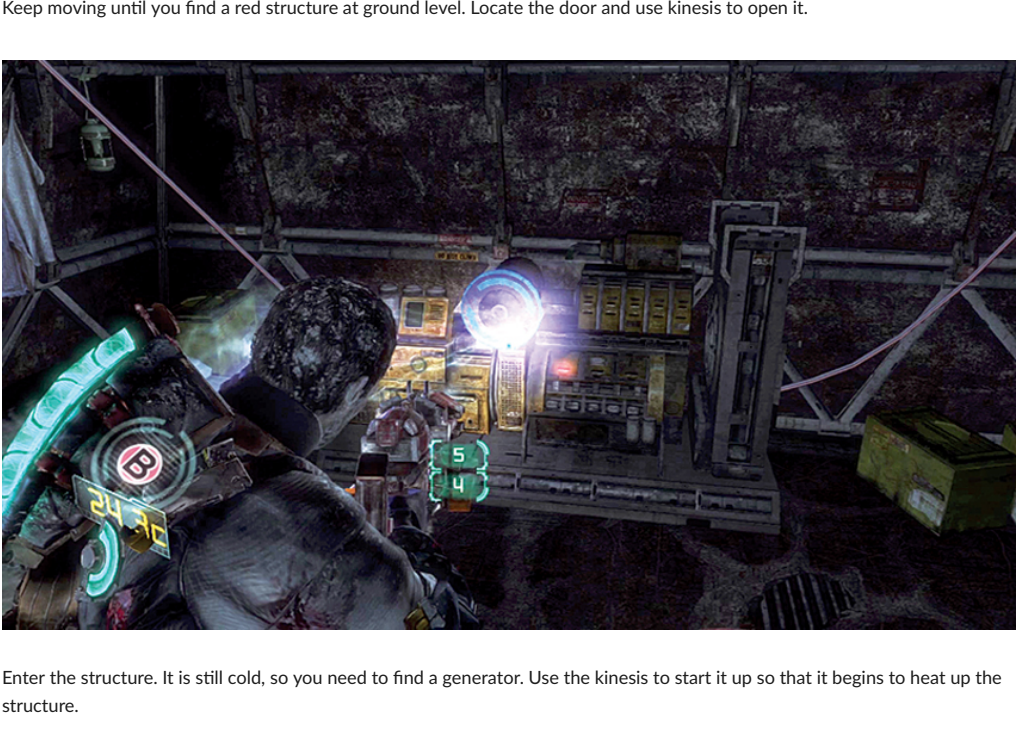


When you pick yourself up, you see a habitat of some type and an abandoned vehicle. This must be where the ground party from the flotilla worked and lived.

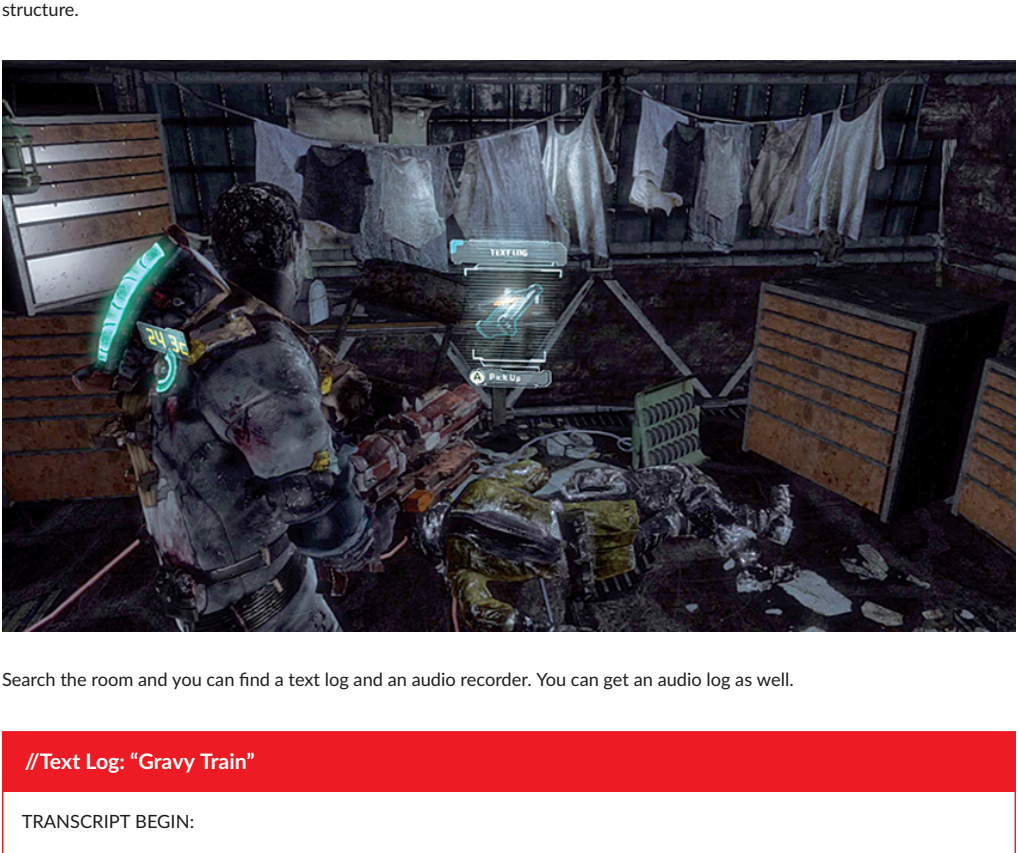




By this time, you are getting cold. There is no more burning wreckage around here. You need to find some way to get warm. Keep moving until you find a red structure at ground level. Locate the door and use kinesis to open it.



Enter the structure. It is still cold, so you need to find a generator. Use the kinesis to start it up so that it begins to heat up the structure.



Search the room and you can find a text log and an audio recorder. You can get an audio log as well.

//Text Log: “Gravy Train”

TRANSCRIPT BEGIN:

TEXTFEED [SCAF-ISC-30593] TV-HU211 TO TV-RS9

Cpl Simon Weber: Hey Sarge, I seen a long line of MU90's heading your way. What's the news? Is that the gravy train?

Sgt George Cochran: Not food. Drill parts. Went over the ridge to ARC-FAC-1. The boys on the dig line found something mighty interesting under the ice.

Cpl Simon Weber: What could be more important than my stomach growling?

Sgt George Cochran: Well, you know how in all the years man has been exploring space, we ain't never found life on any other planet?

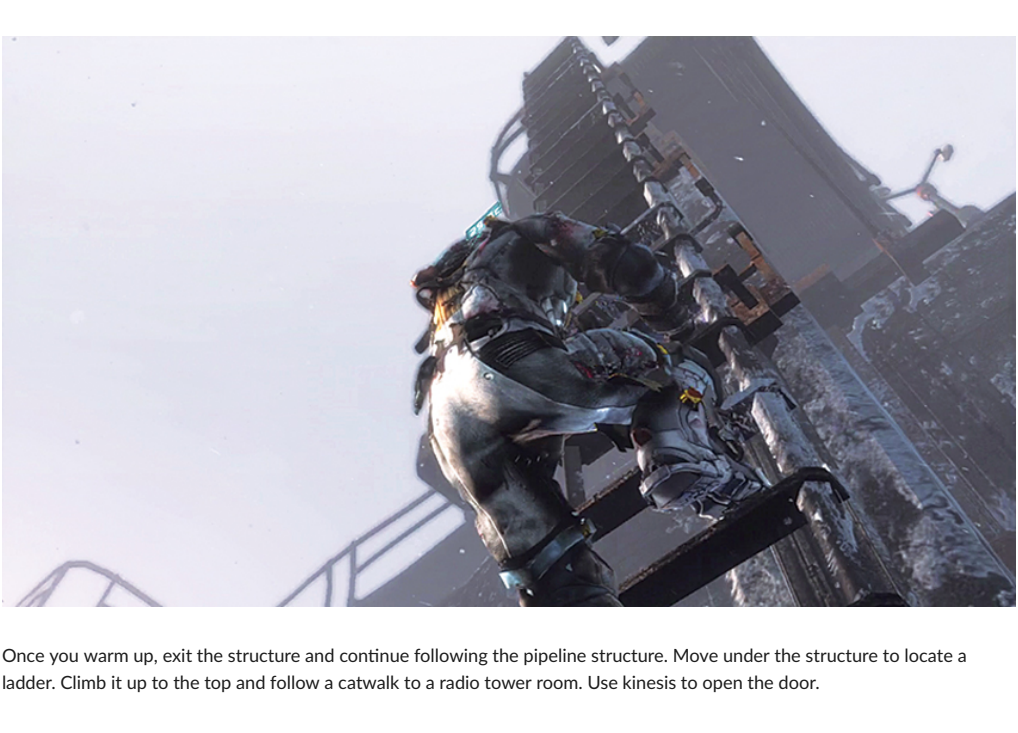
Cpl Simon Weber: Sure. Nothing but rocks and gas.

Sgt George Cochran: Well, there's life out here. No doubt. And it is one ugly son of a bitch.

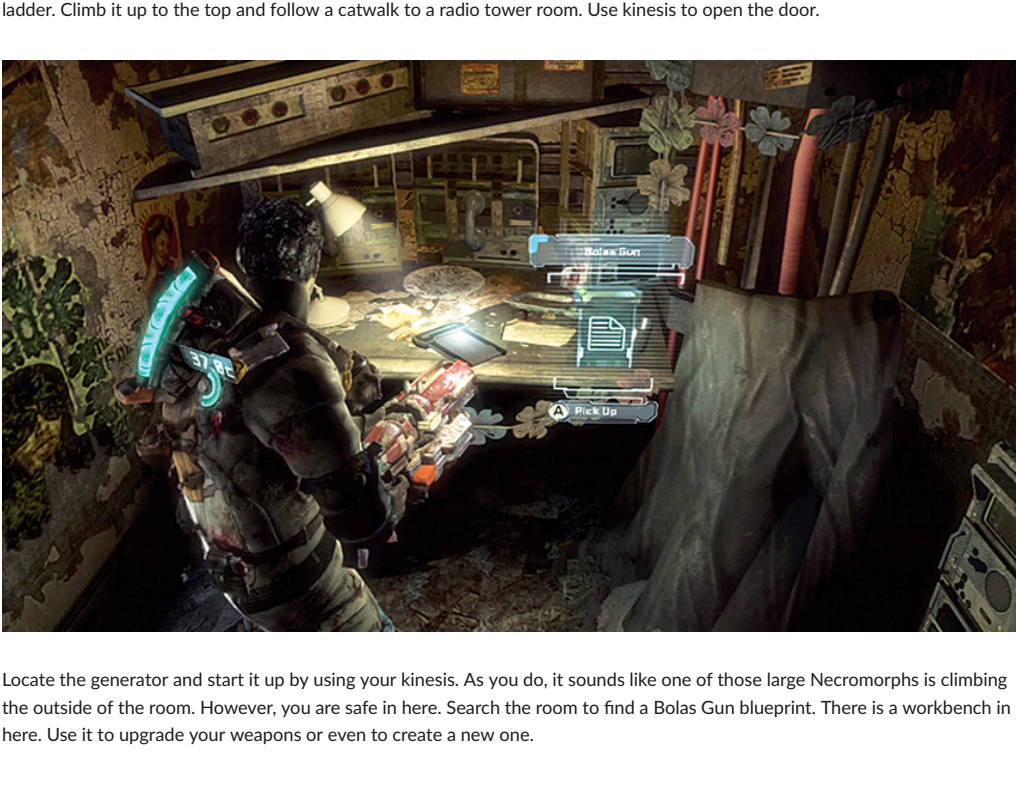
TRANSCRIPT END.

//Audio Log: “S.C.A.F. Radio 1”

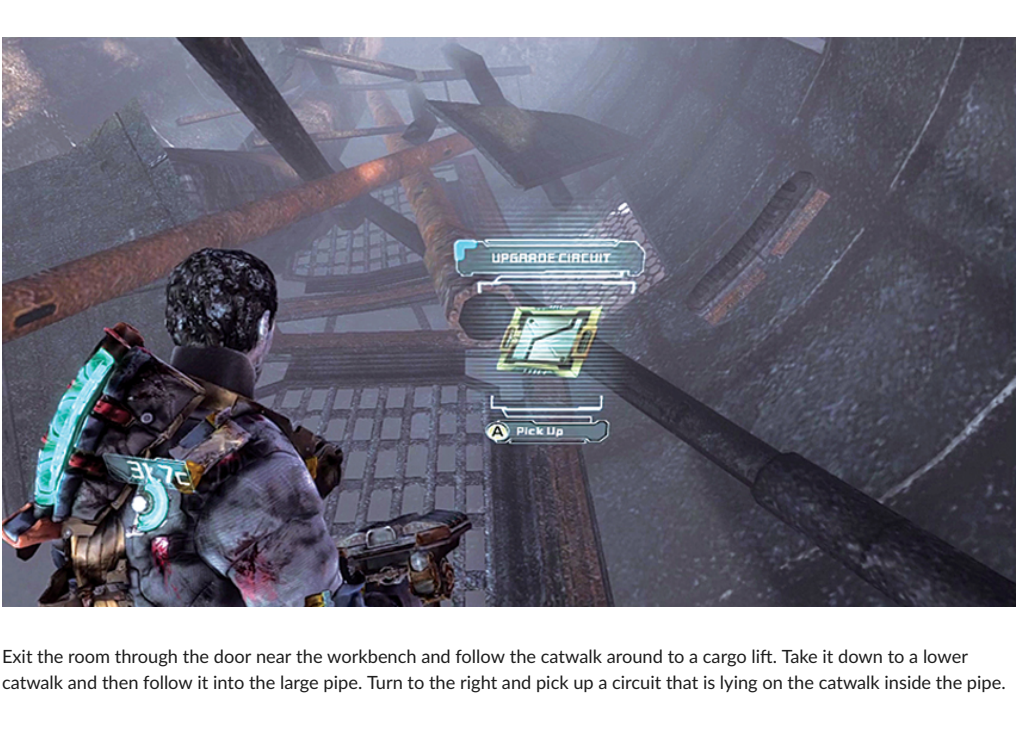
You're listening to Aloha Station ... broadcasting to all the troops out there wherever you are. Remember boys, the colonies are counting on you.



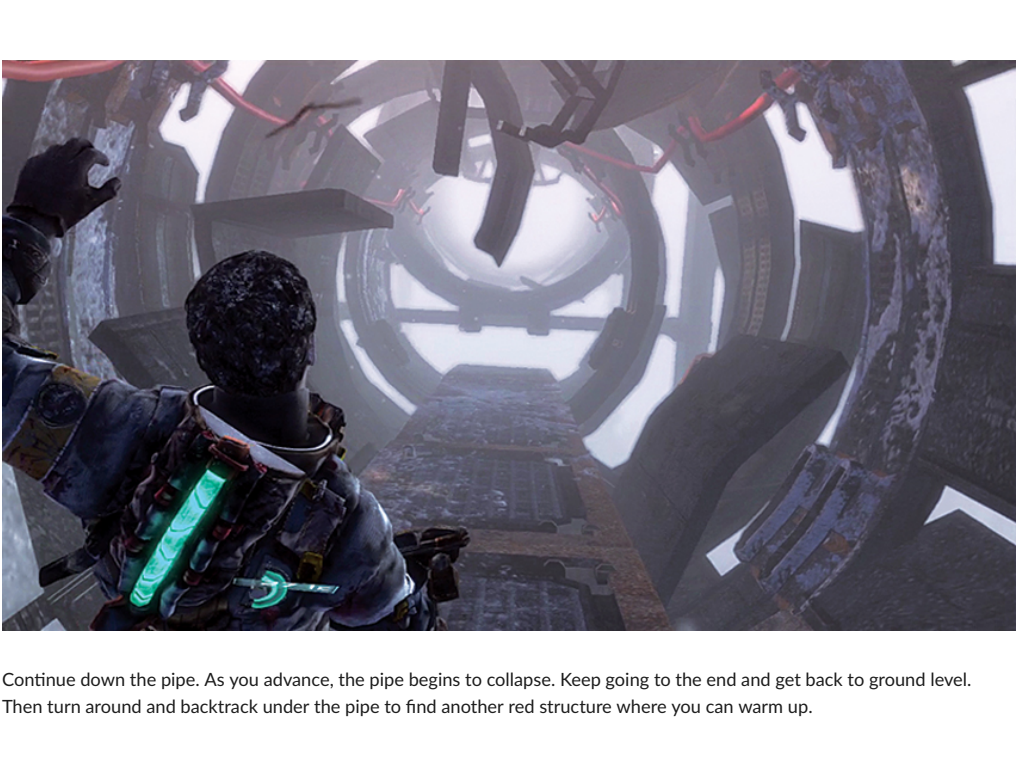
Once you warm up, exit the structure and continue following the pipeline structure. Move under the structure to locate a ladder. Climb it up to the top and follow a catwalk to a radio tower room. Use kinesis to open the door.



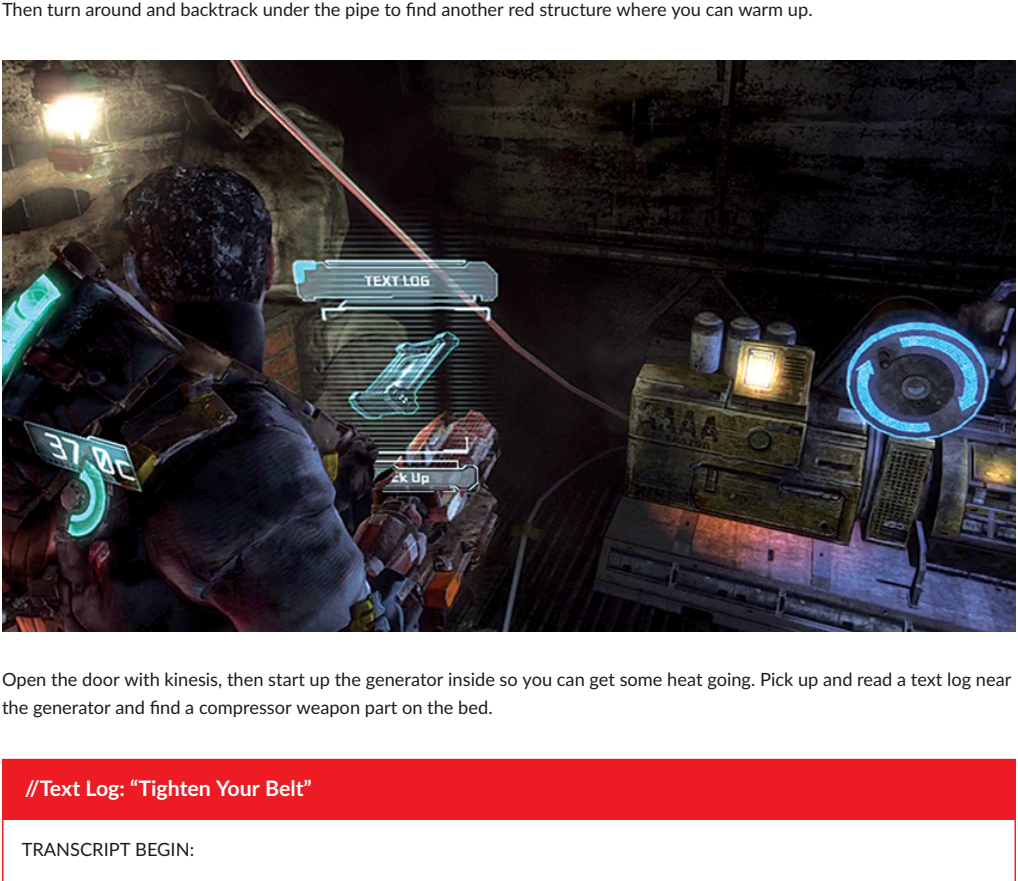
Locate the generator and start it up by using your kinesis. As you do it, it sounds like one of those large Necromorphs is climbing the outside of the room. However, you are safe in here. Search the room to find a Bolas Gun blueprint. There is a workbench in here. Use it to upgrade your weapons or even to create a new one.



Exit the room through the door near the workbench and follow the catwalk around to a cargo lift. Take it down to a lower catwalk and then follow it into the large pipe. Turn to the right and pick up a circuit that is lying on the catwalk inside the pipe.



Continue down the pipe. As you advance, the pipe begins to collapse. Keep going to the end and get back to ground level. Then turn around and backtrack under the pipe to find another red structure where you can warm up.



Open the door with kinesis, then start up the generator inside so you can get some heat going. Pick up and read a text log near the generator and find a compressor weapon part on the bed.

//Text Log: “Tighten Your Belt”

TRANSCRIPT BEGIN:

TEXTFEED [SCAF-ISC-30593] TV-HU213 TO TV-RS9

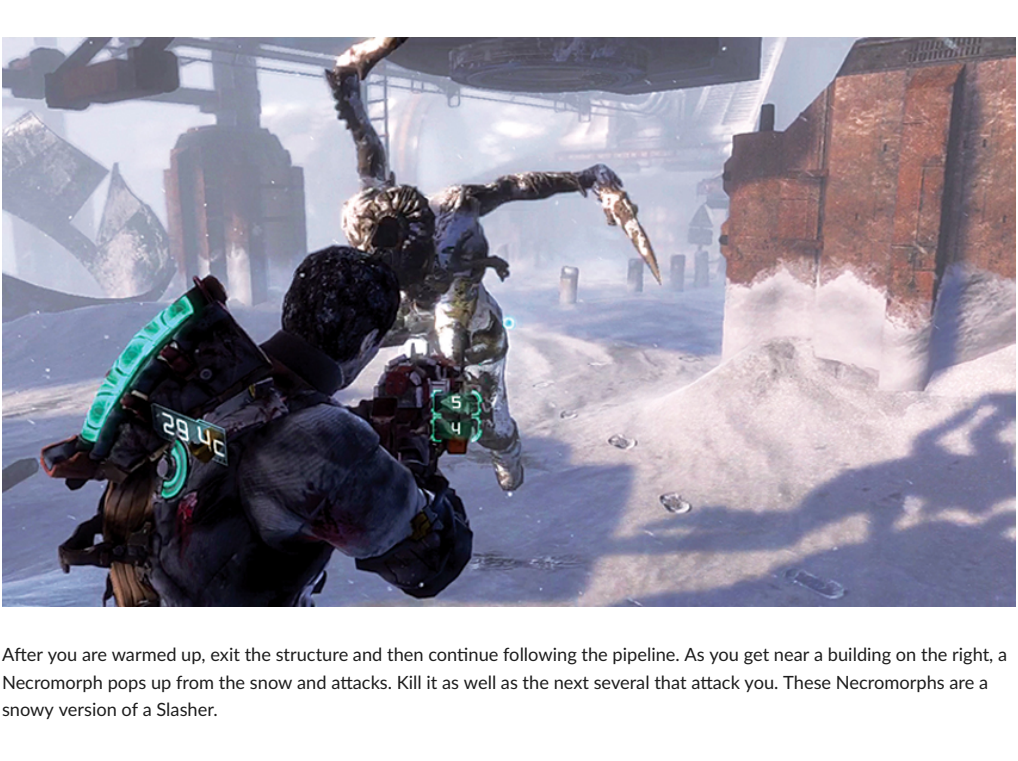
Pvt Samuel Ackerman: I don't know if you guys got anything left in the pantry over there at RS9 but this hospitality unit is looking mighty bare.

Sgt George Cochran: Acknowledged, Pvt. Got a whole platoon to feed over here and not enough to go around.

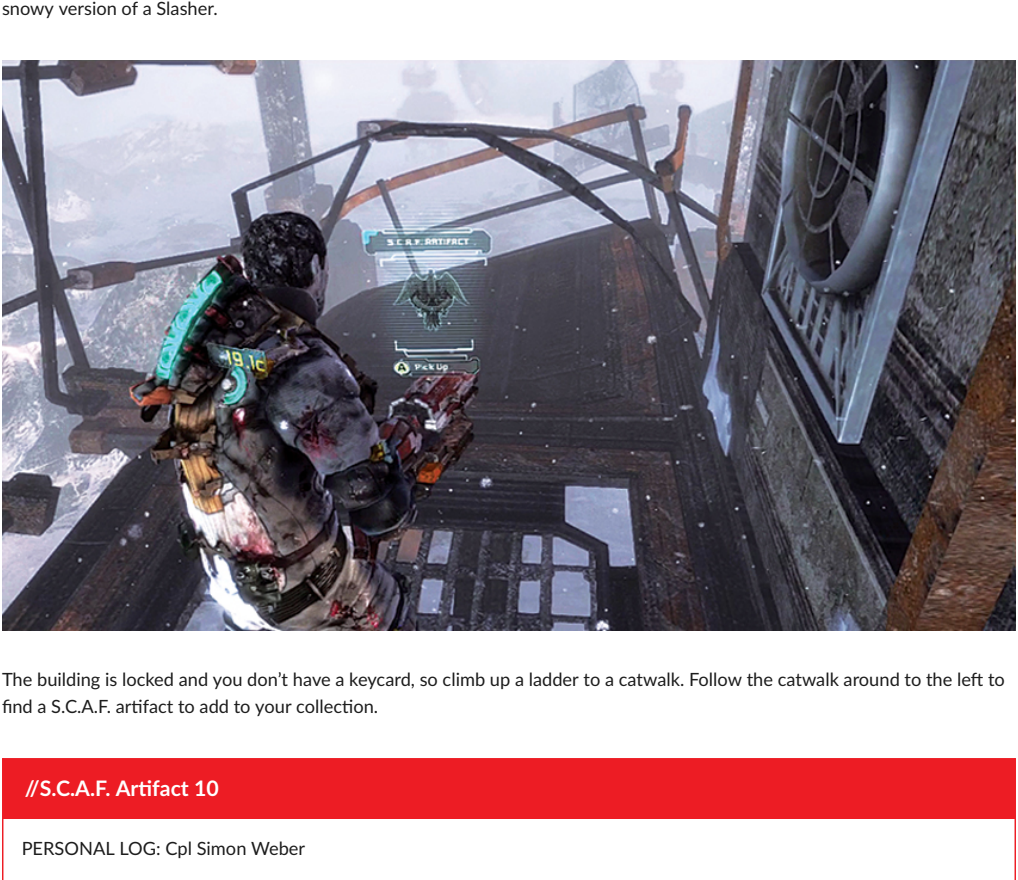
Pvt Samuel Ackerman: What about the depot? There have to be rations in there. Come on. Cough up the key for a hungry soldier.

Sgt George Cochran: Sorry, Ackerman. SFC Lumley is in charge of ration distribution. I'm sure he'll send fresh supplies to us as soon as he's able. Until then, you're just going to have to tighten your belt like the rest of us.

TRANSCRIPT END.



After you are warmed up, exit the structure and then continue following the pipeline. As you get near a building on the right, a Necromorph pops up from the snow and attacks. Kill it as well as the next several that attack you. These Necromorphs are a snowy version of a Slasher.



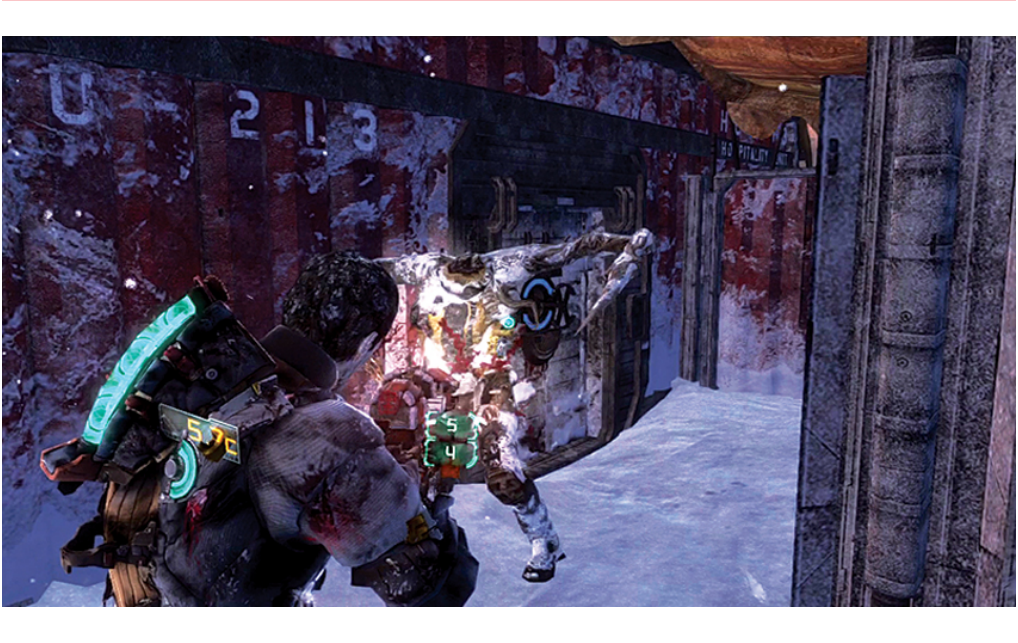
The building is locked and you don't have a keycard, so climb up a ladder to a catwalk. Follow the catwalk around to the left to find a S.C.A.F. artifact to add to your collection.

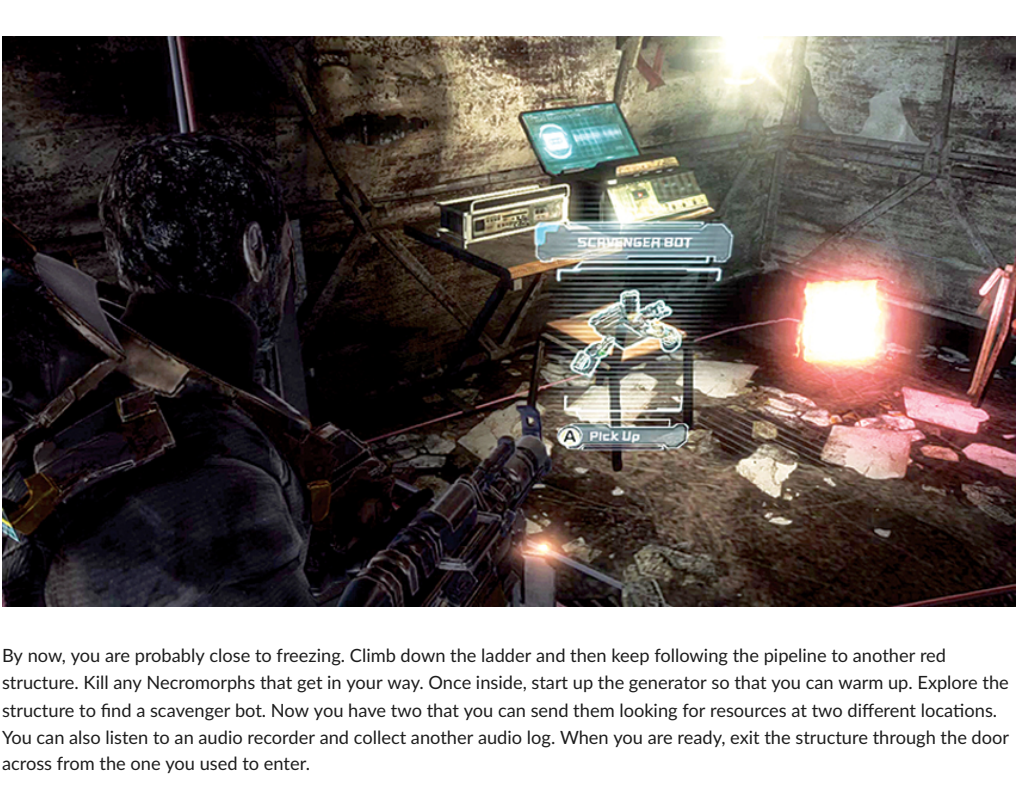
//S.C.A.F. Artifact 10

PERSONAL LOG: Cpl Simon Weber

Ground crews, construction teams, pipelines, supply routes. All in service of that damn excavation site. They found something interesting over there but no one's talking about it.

You can tell which soldiers have been working the dig teams. They look haunted, almost frail—like whatever it is they saw aged them forty years.

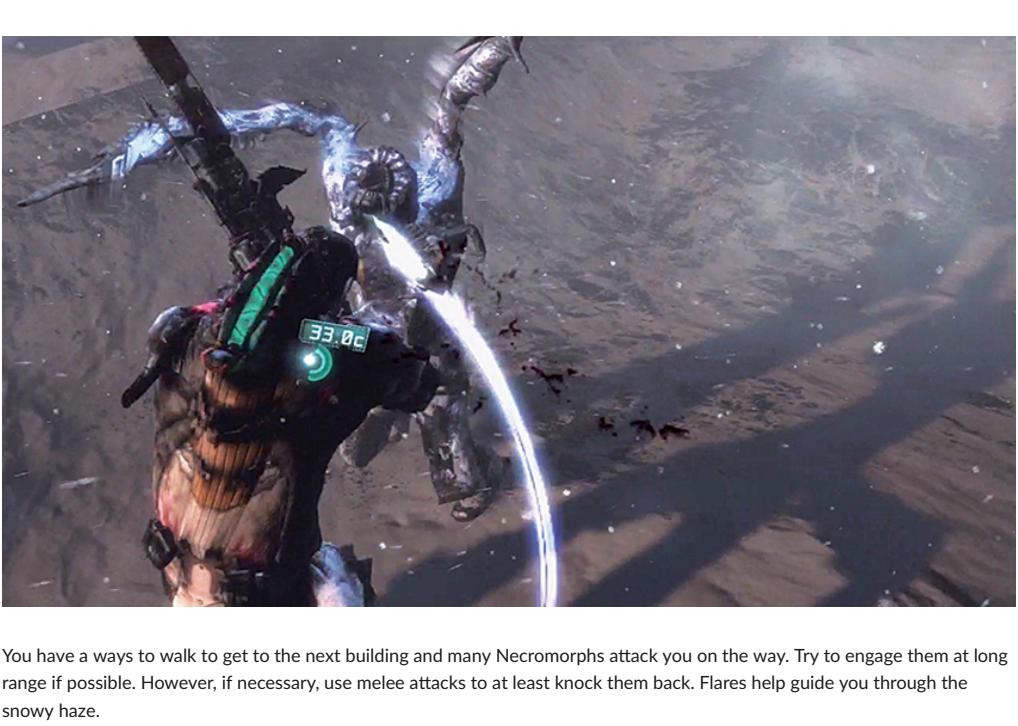




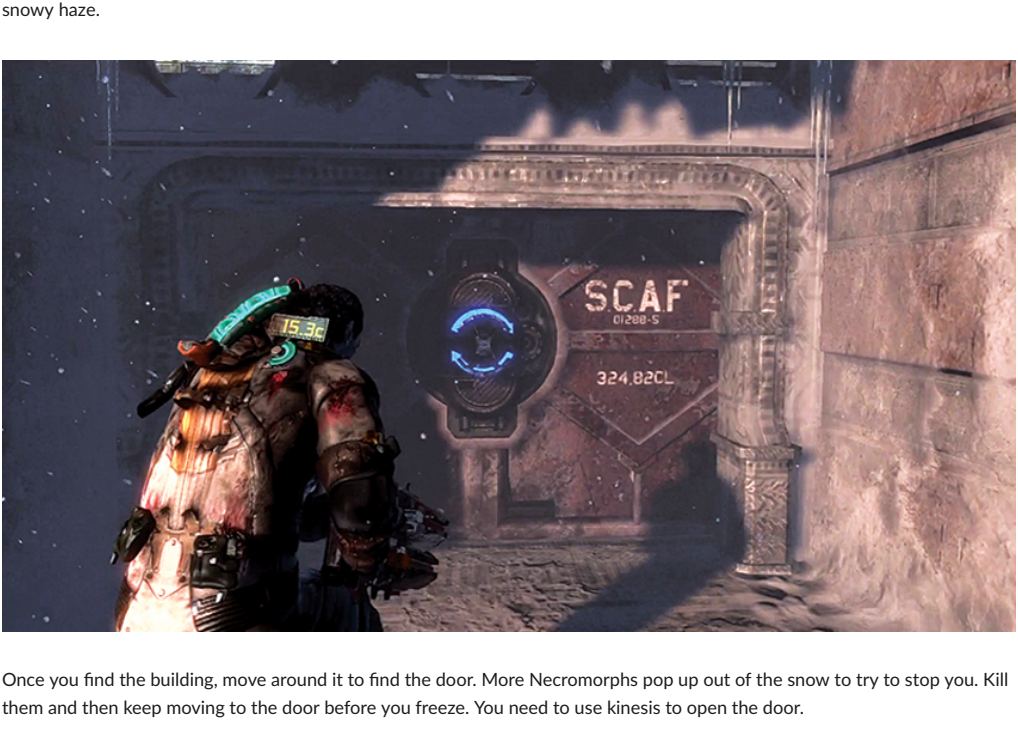
By now, you are probably close to freezing. Climb down the ladder and then keep following the pipeline to another red structure. Kill any Necromorphs that get in your way. Once inside, start up the generator so that you can warm up. Explore the structure to find a scavenger bot. Now you have two that you can send them looking for resources at two different locations. You can also listen to an audio recorder and collect another audio log. When you are ready, exit the structure through the door across from the one you used to enter.

//Audio Log: “S.C.A.F. Radio 2”

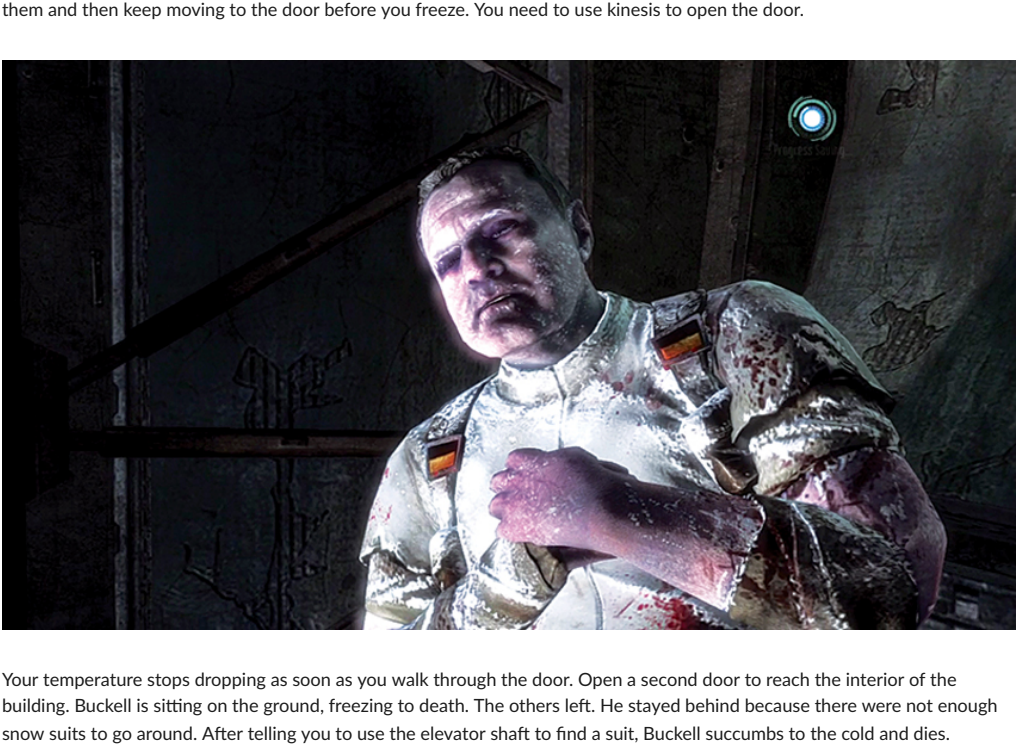
You're listening to Aloha Station. Just a friendly reminder from HQ: Be sure to have your ration card stamped after every meal. We don't want anyone going hungry out there. And now, a little something to warm you up.



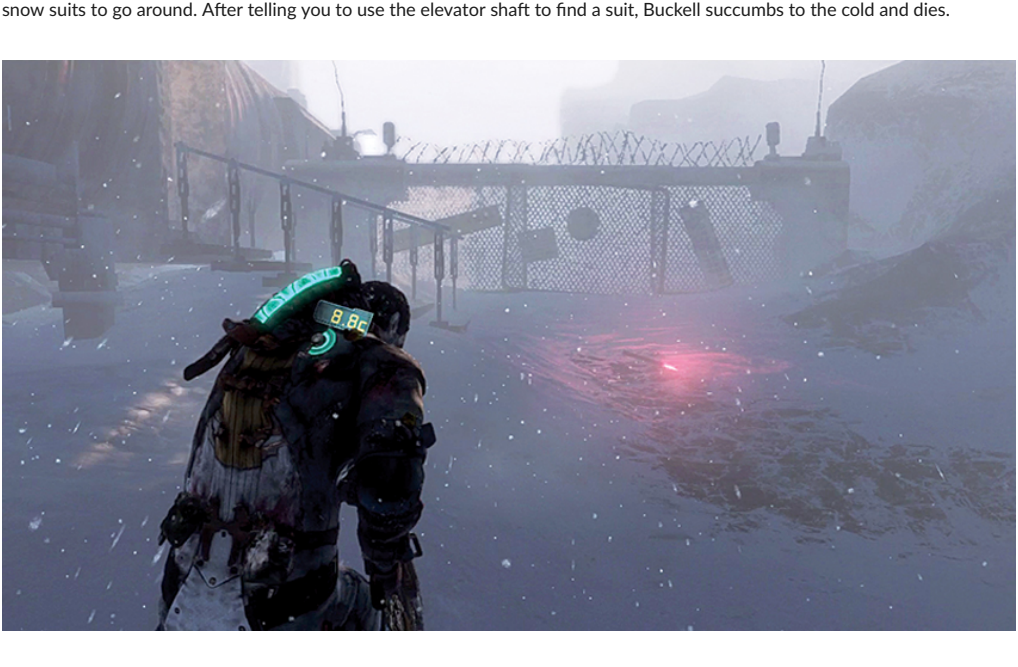
You have a ways to walk to get to the next building and many Necromorphs attack you on the way. Try to engage them at long range if possible. However, if necessary, use melee attacks to at least knock them back. Flares help guide you through the snowy haze.

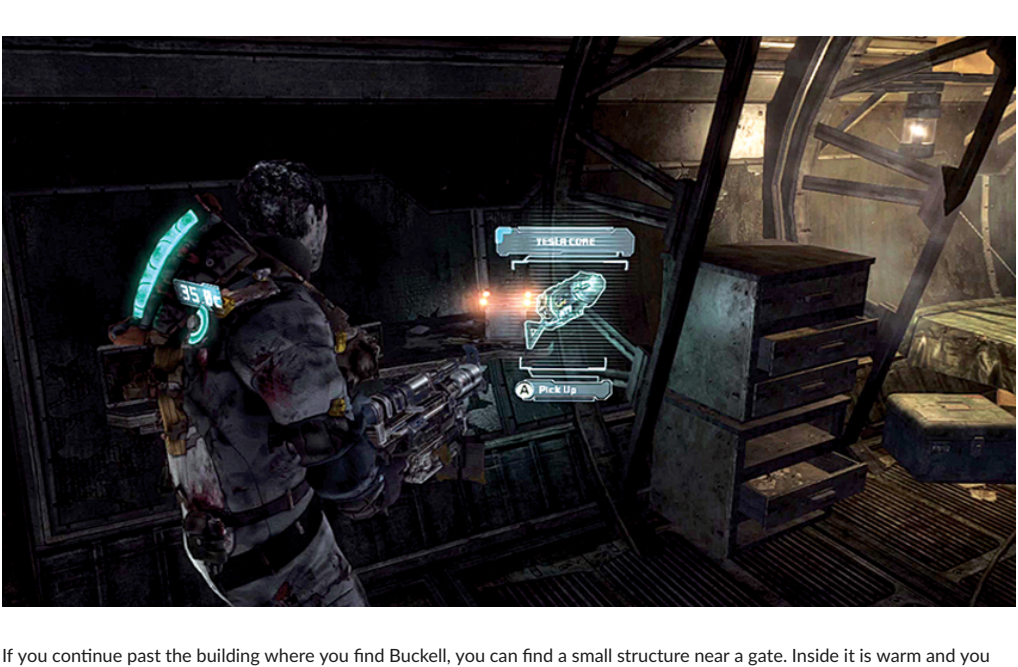


Once you find the building, move around it to find the door. More Necromorphs pop up out of the snow to try to stop you. Kill them and then keep moving to the door before you freeze. You need to use kinesis to open the door.



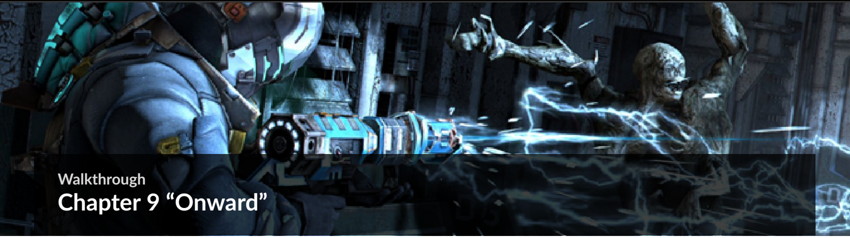
Your temperature stops dropping as soon as you walk through the door. Open a second door to reach the interior of the building. Buckell is sitting on the ground, freezing to death. The others left. He stayed behind because there were not enough snow suits to go around. After telling you to use the elevator shaft to find a suit, Buckell succumbs to the cold and dies.





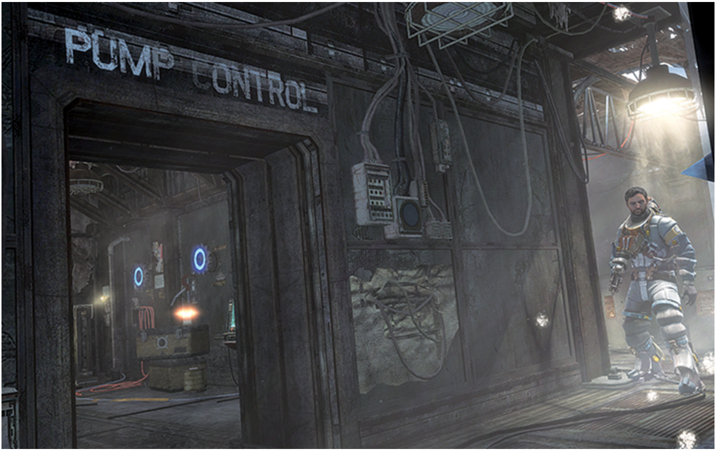
If you continue past the building where you find Buckell, you can find a small structure near a gate. Inside it is warm and you can pick up a Tesla core weapon part.

PRIMA GAMES



Walkthrough

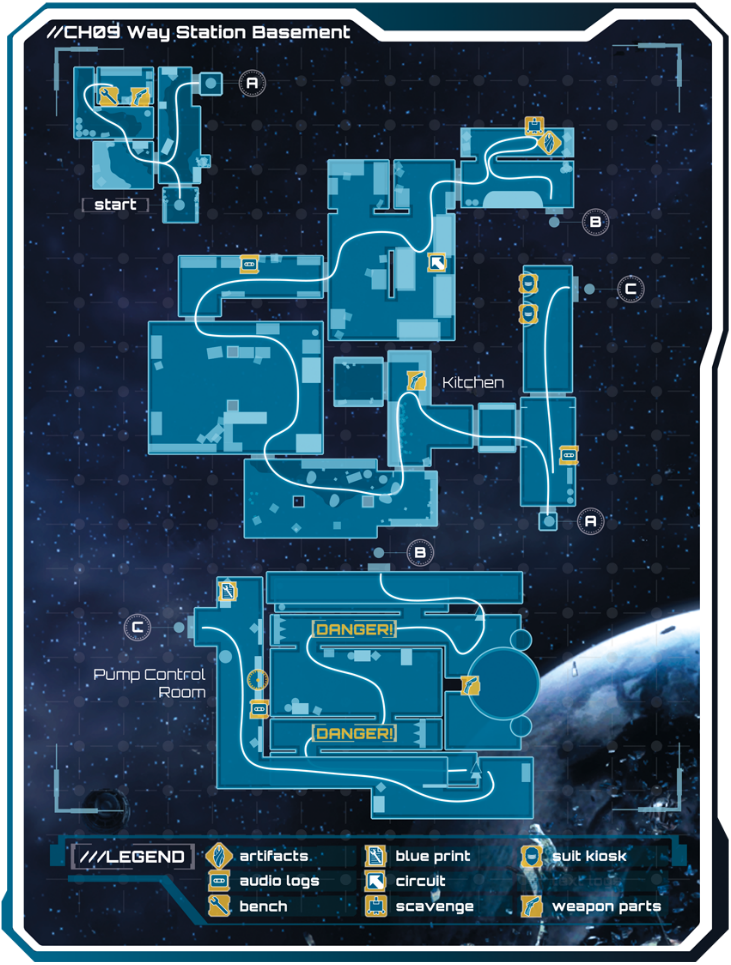
Chapter 9 “Onward”



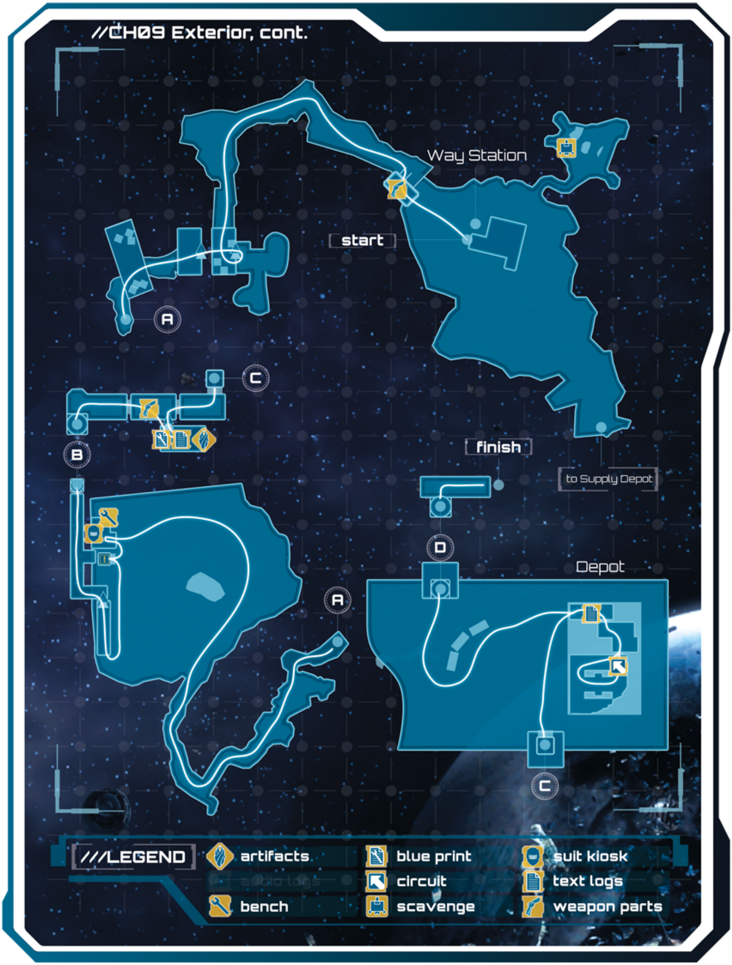
Isaac discovers a dying Buckell. With what little breath he has left, Buckell explains that most of the crew survived the crash, and ventured on to a facility beyond the ridge. But Isaac will need to fix or change his gear to make the journey himself.

Level Stats

- Total Artifacts: 3
- S.C.A.F. Artifacts: 3
- Total Logs: 11
- Text Logs: 4
- Audio Logs: 7
- Weapon Parts: 8
- Blueprints: 3
- Circuits: 5



Click here for interactive maps

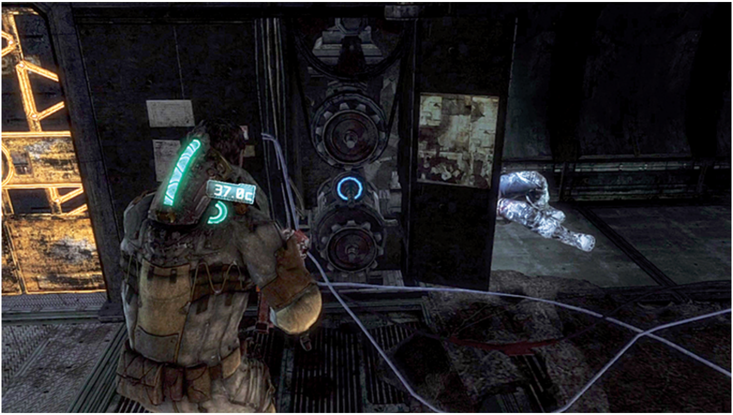


Click here for interactive maps

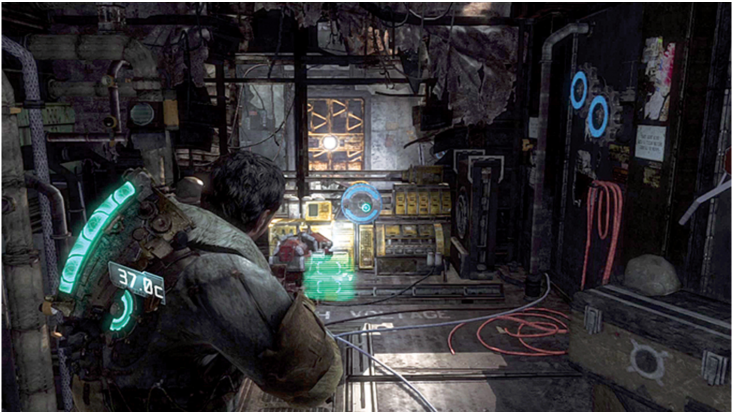
Tau Volantis Way Station

Locate a Suit Kiosk

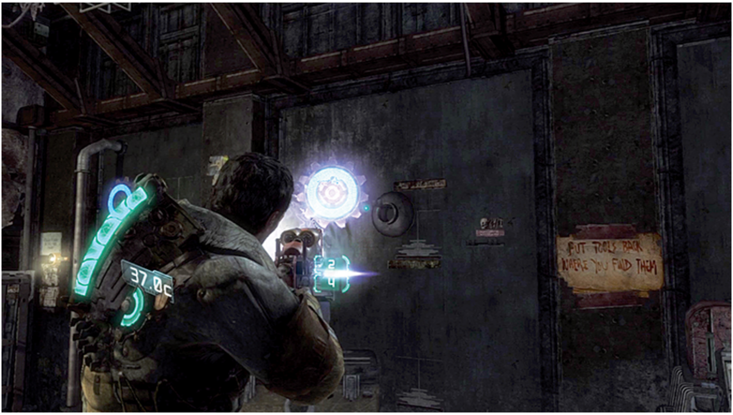
With Isaac's helmet malfunctioning, he can't survive outside in these freezing temperatures for long. Buckell mentioned that there may be an extreme-weather suit in the basement. I could also use a suit kiosk to repair the damage to my helmet. Either way, it looks like I've got to explore the way station before pressing on.

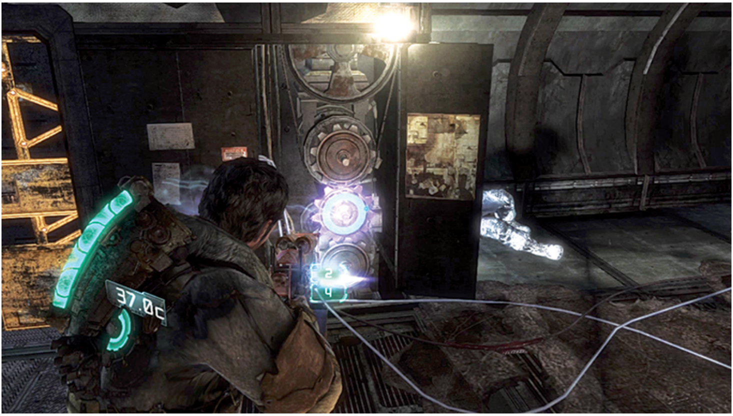


The suit kiosk is in the lower level of the way station. However, the machinery that allows the elevator to function is missing a gear. You need to look around the upper level to see if you can find a gear that you can use to repair the elevator.



Move toward the large door leading out to the cold, then turn to the right and head into the radio room. Continue on to the pump control room and start the generator to power up the way station. There is a workbench in this room that you can use to upgrade your weapons

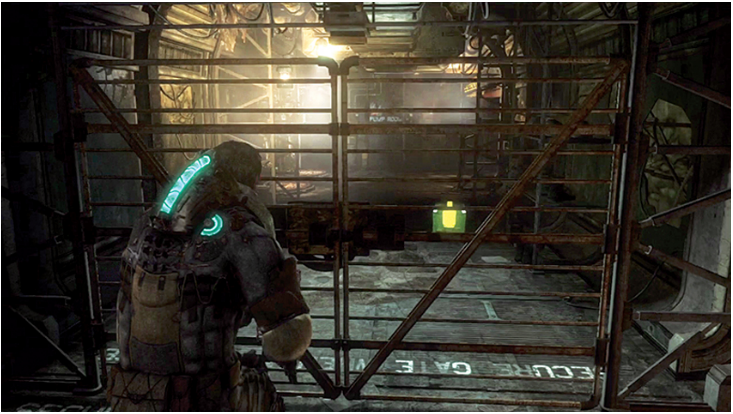




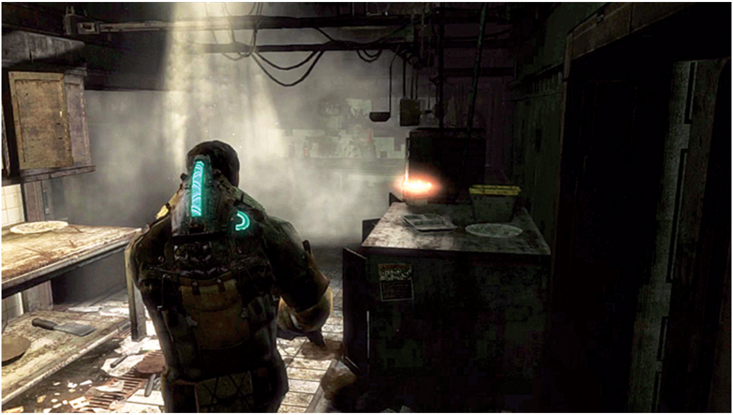
There are three gears on the wall. Pick-up one using kinesis. Then carry it around to the elevator machinery and insert it in the gap between the two existing gears. Now that the elevator is functional, call it to your level and then enter and take it down to the lower level of the way station.

ISAAC'S LOG

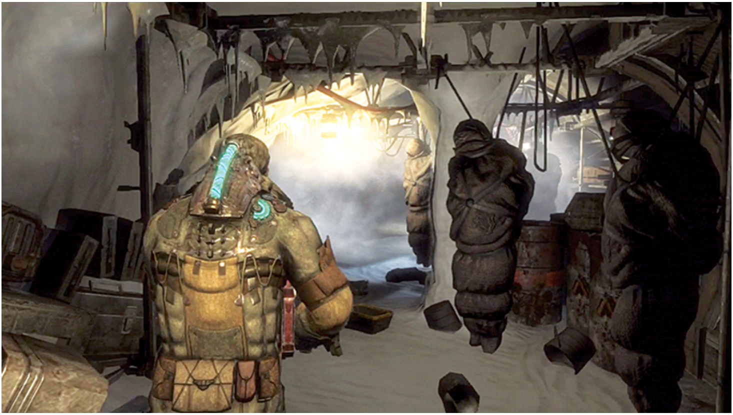
While riding down in the elevator, an audio recording made by one of the way station's crew begins to play. It mentions a new type of Necromorph that he sealed down in the lower level. That is why the elevator was deliberately disabled. The crewman also provides some interesting information. These Necromorphs, known as Feeders, react violently to bright light—such as the lights on your weapons that turn on when you aim them. This is good to know. Maybe I could avoid having to fight these creatures if I keep it dark.



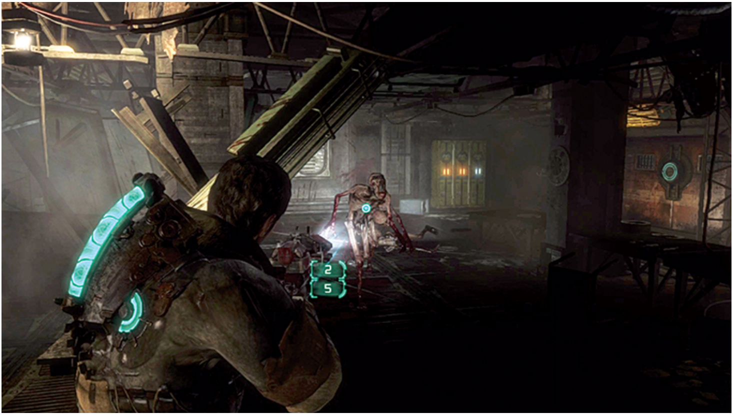
Upon arriving at the lower level, you see the suit kiosk up ahead. However, it is behind a gate and you can't get to it from this direction. Instead, you need to move through the level and come at the room from another way. Therefore, open the large door on the left and advance into the kitchen. Some of those Necromorphs are in the kitchen, but they scamper away as soon as you open the door.



Walk into the kitchen and look on the right side to find a compact standard frame weapon part. Search the rest of the kitchen for other items.



Exit the kitchen through the doorway on the left and pass through a cold storage area. It appears that the crew used this room to store the bodies of their dead.



Continue into the next room. It is dark—and occupied by Feeders. If you aim your weapon at them, they react to the light and attack. Although it looks like there are only a few at first, once they attack, more drop into the room from the ducts. You can choose to fight it out here or you can go for stealth and make your away around the right side of the room, staying next to the wall, to get to the door on the other side. As long as you don't light up the area and stay at a distance from them, the Necromorphs leave you alone.

As you exit the large room, make your way through a corridor. Stop and listen to an audio log before moving on to the next room.

//Audio Log: “The Care and Feeding of Feeders”

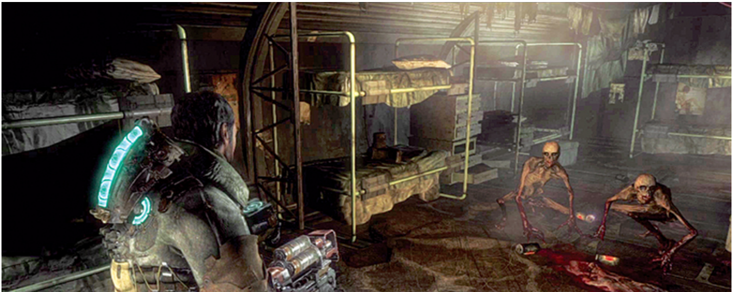
Personal Log: Sam Ackerman.

Three days I’ve been quiet, hiding in the dark. I have to get to the radio, call for help. I think there may be a way around them. By throwing small objects, I can … I can … I can trick them into investigating the noise.

Ackerman? Is that you?

Oh, God!

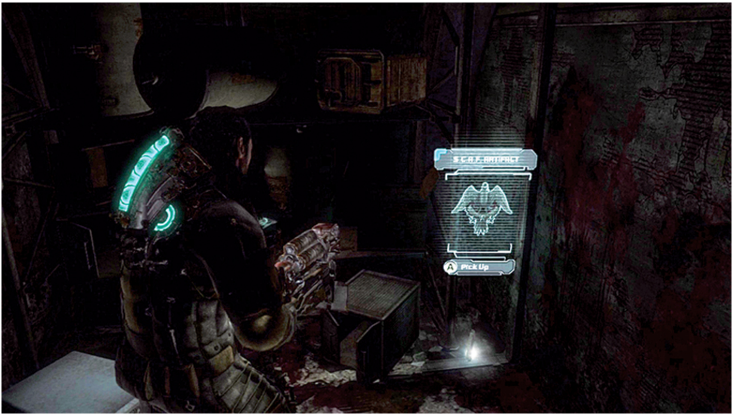
I smell you … I smell … fresh meat!



The next room has more Feeders. Start by heading to the left into a small bunk area where you can find an explosion amplifier weapon part. The Feeders are in the second part of the room, eating something. You can get to the door to leave this area without disturbing them. However, they are right over a circuit. Therefore, go back into the first part of the room and pick-up an air tank with your kinesis. Launch it into the far corner away from the feeders. They go to see what caused the noise, which allows you to move in and get the circuit before you exit this room and enter the next.

Hungry

Earn this award by getting to the pump station without alerting any Feeders. Stay away from them and use distractions to get them to move out of your path.



This room is the pump access station. Move into an alcove on the left side of the room to find an artifact. This is also a good spot to release a scavenger bot to look for resources. Exit the alcove and then proceed through the room to move through another doorway and enter the pumping station.

//S.C.A.F. Artifact 11

EXCERPT FROM 'SCAF LEGIONARY HANDBOOK'

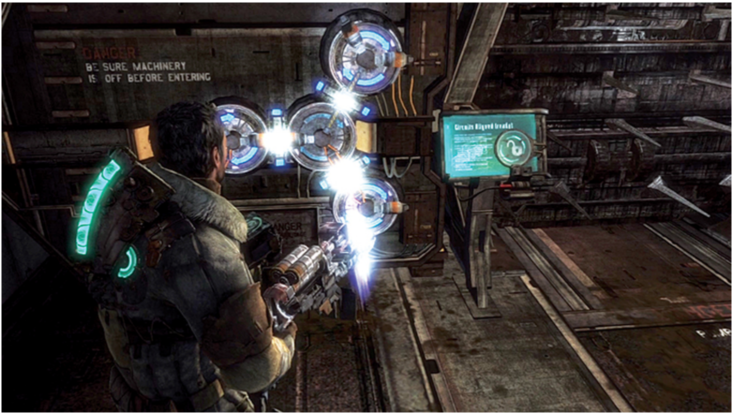
SURVIVING SUB-ZERO TEMPERATURES

You are required to wear the Arctic Survival Suit when exiting the compound, no matter how small the duration. Zero-tolerance, no exceptions.

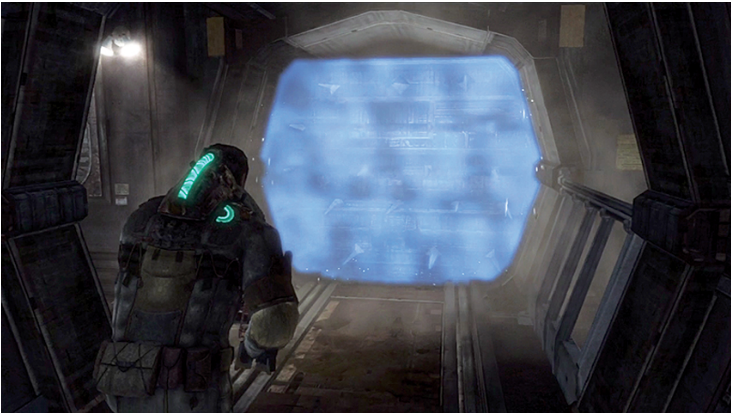
Do not use suits with obvious worn seams, tears, or loose seals in the helmet.

Turn these in to requisitions immediately. A hole, however small, is enough to let in the cold, leading to death in less than one minute.

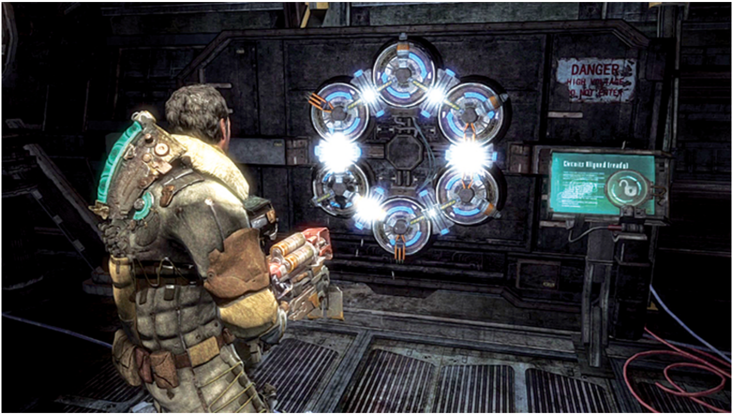
Use of the catheter and colonic systems is mandatory. In the event you are caught outside for an extended period, bodily fluids can compromise the suit's insulation. Catheter and colonic systems are sterilized after each use and are perfectly safe. Keep your suit seals free of ice at all times. Do not stomp snow off your boots, as the reverberations will damage the catheter and colonic systems.



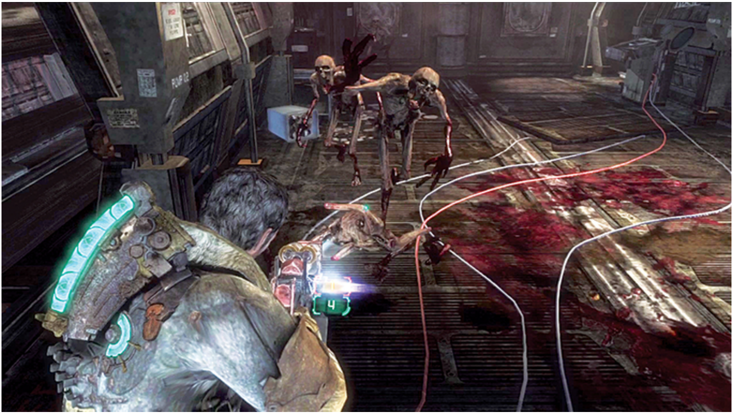
Turn to the left and follow the catwalk to a ladder that you must climb down to reach the main floor of the pumping station. One of the pumping pistons is blocking your access to the next area. To get it moving again, you need to rotate a series of four fuses so that they have three connections for the electric current. Once this is accomplished, activate the console to the right of the fuses to get the piston moving.



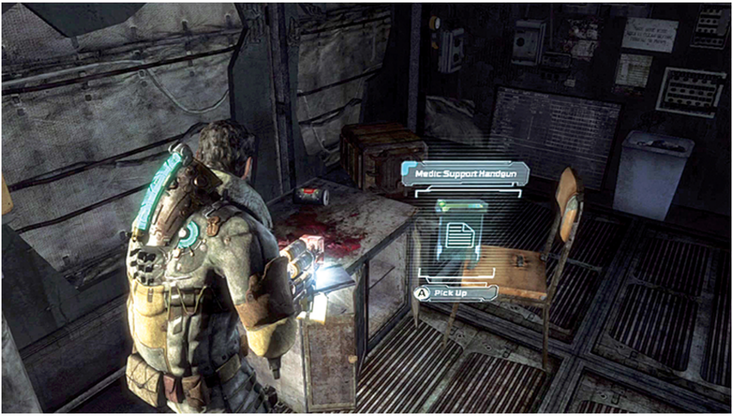
As the piston moves away, follow it and then duck into a side chamber on the right. A stasis recharge station is in here. Then stand in the doorway and wait for the piston to move away from you. Hit it with stasis and run after it to get to a doorway on the left at the far end of the piston chamber.



The piston in pump 2 is extending and also blocking your way to the other side of the pumping station. Once again, you must rotate fuses to provide power to the piston. This time, there are six instead of four, and you need to make six connections.



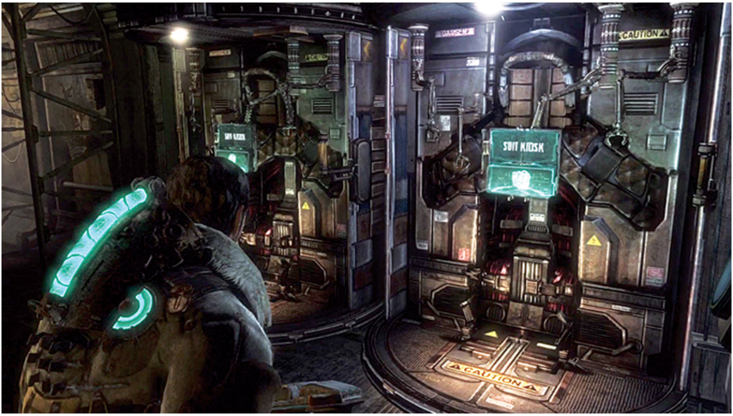
After the piston is beginning to move but before it is clear for you to enter the chamber, several Feeders rush in to attack. Kill them all and then move to the doorway that leads into the chamber. As the piston moves past you to the left, hit it with stasis. Then run to the right to get to the door leading out of the chamber. Keep walking to the end of the area and climb up a ladder to some catwalks above.



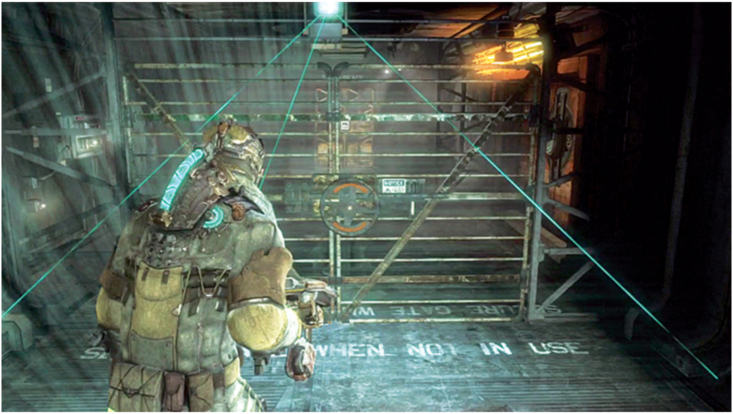
Search the lockers on the catwalks, then advance into the pumping station control room. Here you can find a key to the supply depot (remember that locked door in the previous chapter?) as well as a blueprint for a medic support handgun. You also find an audio log that gives you a clue as to the purpose of the key.

//Audio Log: "Disposal Cavern"

Sergeant Cochran, take this security key and head to depot 212. I haven't heard a thing from Sergeant Lumley—not since the Franklin incident last week. I'm sure I do not have to express the importance of the supplies stored there. Find out what happened to Lumley, and more importantly, secure our food and ammunition!

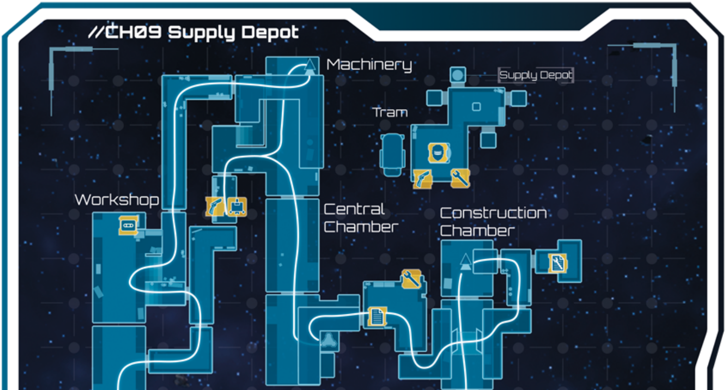


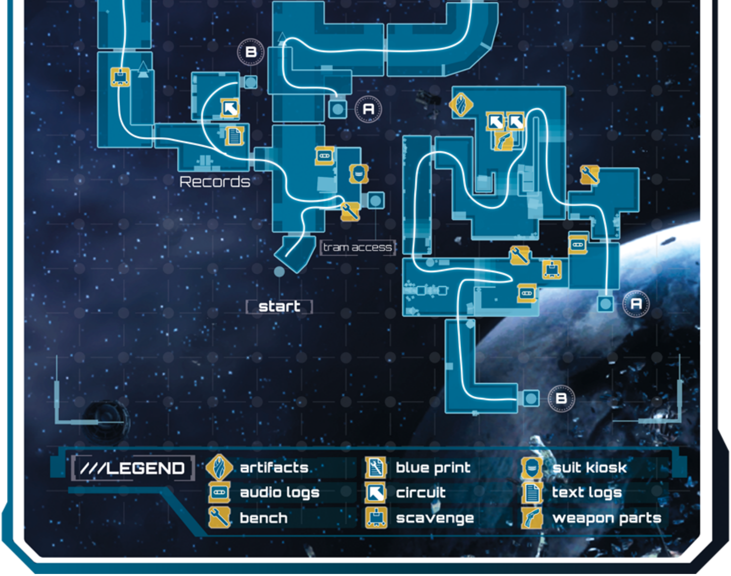
Move through the door near the blueprint to get to the room where the suit kiosks are located. Move into one and select the arctic survival suit. You can also spend some of your resources to upgrade your RIG while you are here.



Now that you are outfitted for the cold, move toward the gate. A scanner checks to ensure that you are properly attired and then unlocks the gate for you. Use kinesis to open the gate and move to the elevator that takes you up to the entrance of the way station. Ride the elevator to the top, and stop by the workbench to drop off the items you have collected and perform any possible upgrades. You should have enough to craft some new weapons. It is a good idea to have one weapon with a melee capability for those Necromorphs that get in close.

Optional Quest: Supply Depot

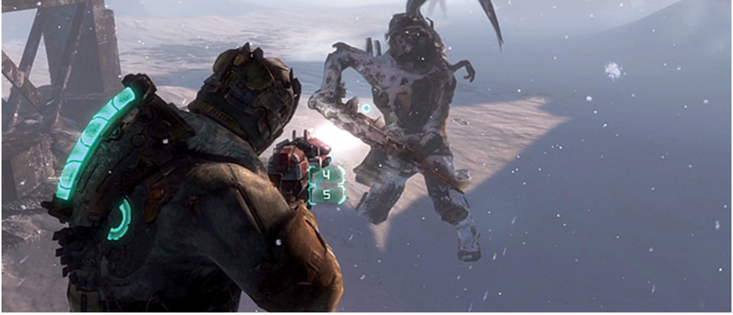




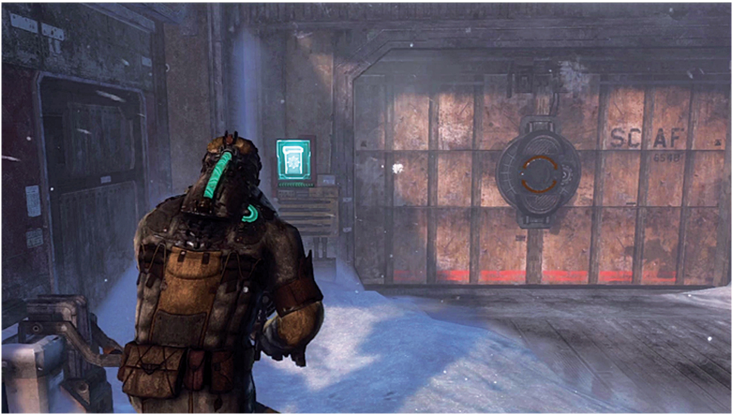
Click here for interactive maps

Investigate the Supply Depot

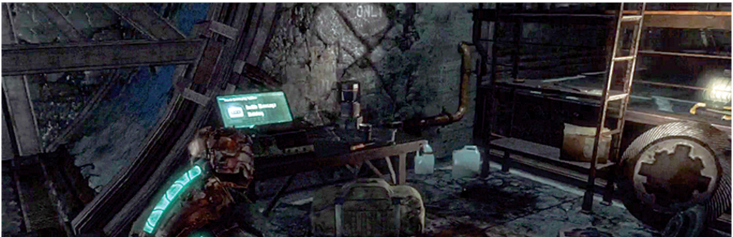
According to a text log I found, S.C.A.F. maintained a network of underground supply depots across Tau Volantis. Maybe this keycard will unlock them for me? I should investigate when I get the chance.



As you emerge from the way station, you immediately come under attack by Necromorphs. Although you can try to run from them, they will follow and can eventually catch up to you when you need to open a door. Therefore, take some time to kill them now and then stomp on their corpses for pick-ups.



Follow your locator beam through one of the red housing structures and then to the supply depot. Since you now have the keycard, you can open the door and enter. Move through two large doors to reach the central chamber.



Once inside the chamber, you see a workbench and a suit kiosk to the right. Advance toward the back of the room to find an audio log. Listen to it and then move through the door on the left side to the records room.

//Audio Log: "Where's Lumley?"

Lumley? Russo? Anybody there?

Ah, hell! There ain't nobody here.

Someone left the music on. Here, sync your locator to Sergeant Lumley's RIG. We should be able to pick up his suit's transponder.

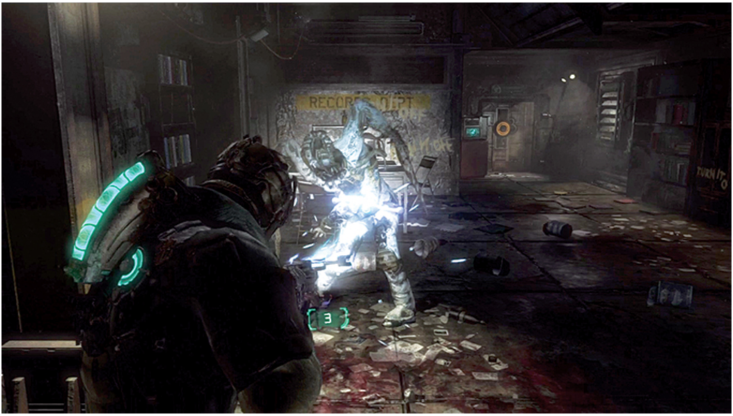
Why'd the General send us here anyway?

Boy, an army marches on its stomach. We won't last one week on this planet without our food and guns. Lumley has both.

Ah, shit.

Find the Stashed Supplies

This depot seems to be in surprisingly good condition. Power is still on, and the chambers are heated. Better yet, my RIG's locator is pointing me to a set of coordinates deep in the heart of the facility. That log I found mentioned a cache of valuable supplies—this must be where they're located.



As soon as you open the door, a Necromorph drops in to attack. Take it down. Don’t waste time because another follows and you don’t want to have to deal with two at once. After killing these creatures, search the room to find a text log on a desk as well as some pick-ups. Once you have collected everything, you need to hack the controls to the other door so that you can push further into the depot.

//Text Log: “Lumley’s Log”

SCAF-ISC-20481 MD212 LOG ENTRIES: SFC LUMLEY

AUG 29, 2311: Initial drop zone established. CMS Franklin and CMS Crozier en route with equipment and personnel.

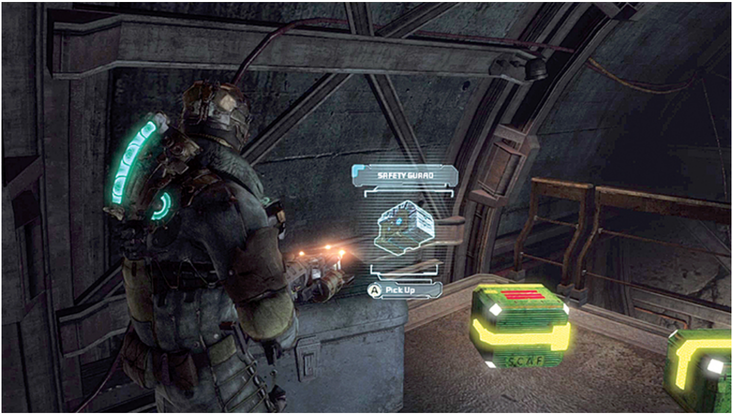
SEPT 03, 2311: Depot construction underway. Sgt George Cochran and 21st engineering establishing pipeline to primary dig site.

OCT 11, 2311: Depot complete. Hearing some wild stories from primary dig site.

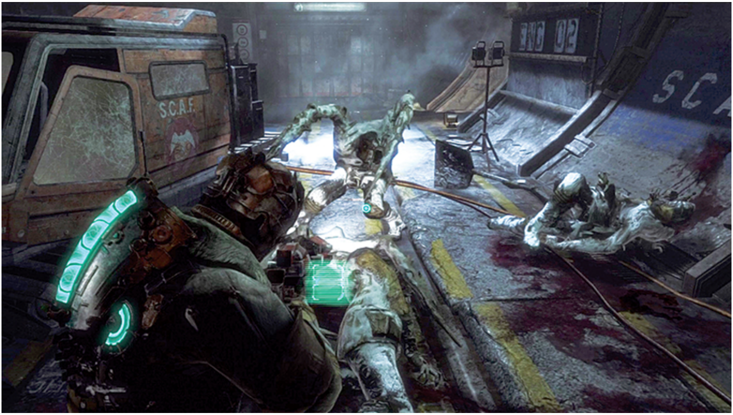
OCT 13, 2311: Storm’s playing hell with resupply. Lost CMS Franklin today to high winds. Crew presumed dead.

OCT 15, 2311: Crew of Franklin recovered. They just showed up on our doorstep. Something’s wrong. Bringing them in until they can be transferred to CMS Greely for observation.

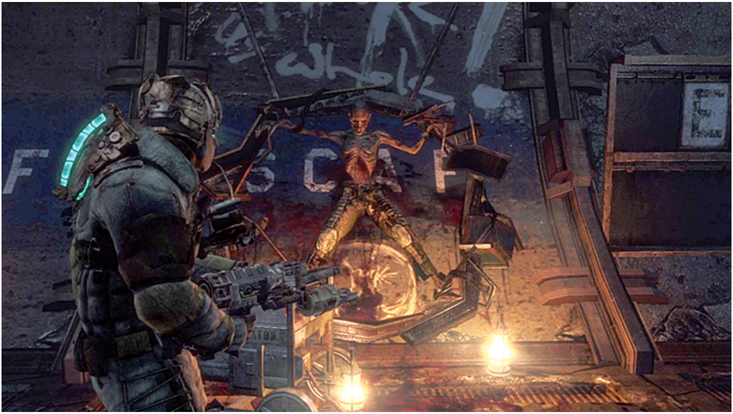
OCT 16, 2311: TURN IT OFF TURN IT OFF TURN IT OFF TURN IT OFF TURN IT OFF TURN IT OFF TURN IT OFF TURN IT OFF TURN IT OFF TURN IT OFF TURN IT OFF MAKE US WHOLE



In the next room, climb up the ladder to a catwalk above. There you can find a safety guard weapon part as well as a couple of containers for stomping. Pick-up the items, then climb back down the ladder and head through another door into the next area.



While there were no enemies in the previous room, there are Necromorphs in the next room. They drop in one at a time, so quickly take care of each before the next one can move in and attack. Once they are eliminated, exit this room and follow a corridor around toward another large room. Be sure to go to the end of the corridor to find a couple of small lockers.



The large room contains a disturbing sight. A corpse is hanging along one of the walls with the words “Make Us Whole” painted above it. Locate an audio recorder so you can listen to an audio log to try to learn more about what happened in this depot. Search the lockers and then walk over to the small door leading out of this room. As you try to open it, the door malfunctions and Necromorphs start dropping in behind you. It appears that the doors go into lockdown mode when Necromorphs are detected in some areas. Defeat all of these creatures in order for the door to begin functioning again so that you can exit into a corridor.

//Audio Log: “Shouldn’t We Turn Back?“

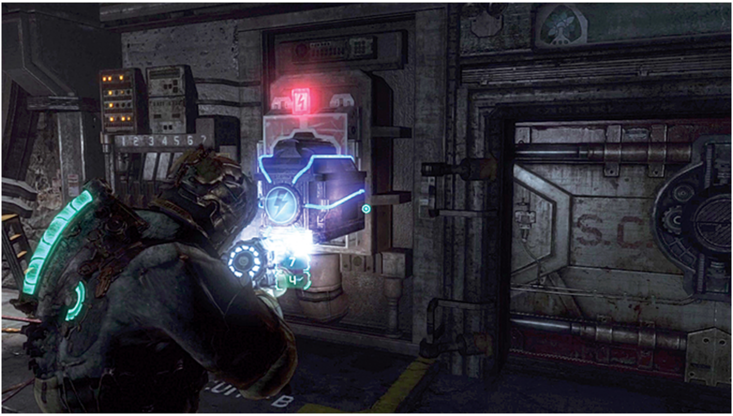
Alright, there’s something wrong with this planet! Something very, very wrong!

“Make Us Whole.” What do you suppose that means?

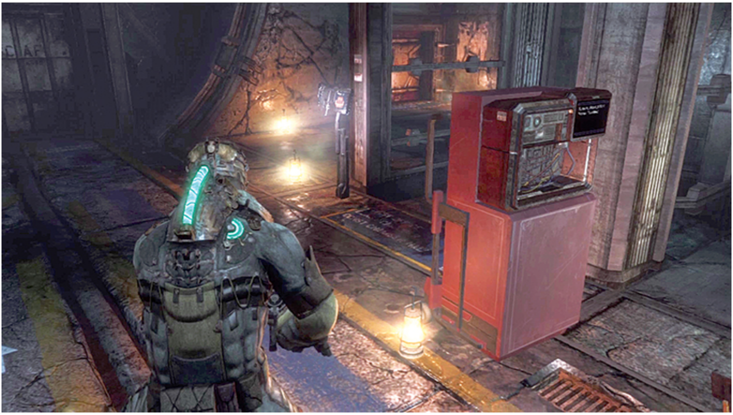
Sergeant! Please, sir, can we just get the hell out of here?

No, not just yet. The transponder is further in.

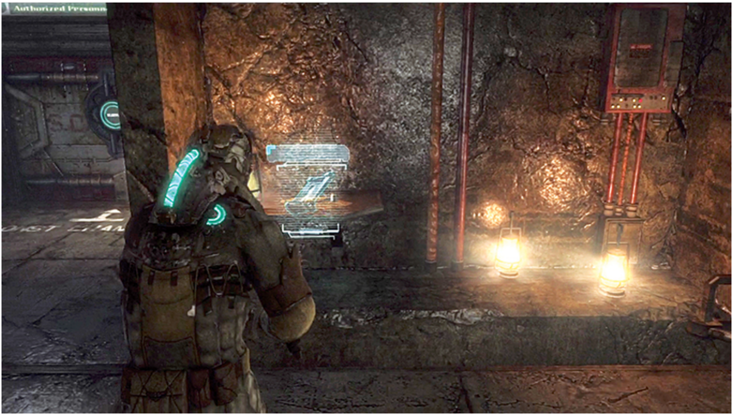
Are you crazy? Sir!? Wait for me!



Continue through the corridor and a door to emerge on a walkway overlooking a control room below. Climb down the ladder at the end of the walkway and make your way to the control panel. There is a power cell in a socket near the control panel. Use kinesis to pull out the power cell and carry it up a short flight of stairs. Insert the cell into a socket to the left of a door at the top of the steps. Now that the door has power, you can open it. As soon as you do, a couple of Slashers drop down form the ceiling. Kill them and then enter the room to find a compact repeater weapon part as well as other pick-ups.



Retrieve the power cell and insert it into the socket next to the large door on the left side of the room so you can open the door and continue into another room. There are several containers in this room. Stomp on them and then retrieve the goods inside. Move through another large door into a room with a cargo lift. You must hack the controls to call the cargo lift down to your level. As soon as you call the lift, Necromorphs start coming into the room. Quickly get on the lift and activate it as you fire at the creatures to keep them away from you. Be ready for more when you get to the walkway on the upper level. Neutralize them all and then advance through the door at the end of the walkway.



In this room, you find lockers to search, a workbench for upgrading your weapons, and a text log. If you do not have a torque bar, take some time to craft one at the workbench.

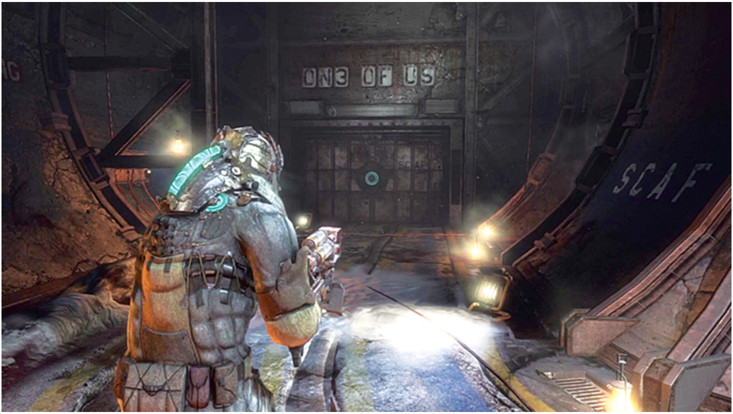
//Text Log: “Log Entries: SFC Lumley”

SCAF-ISC-20481 MD212

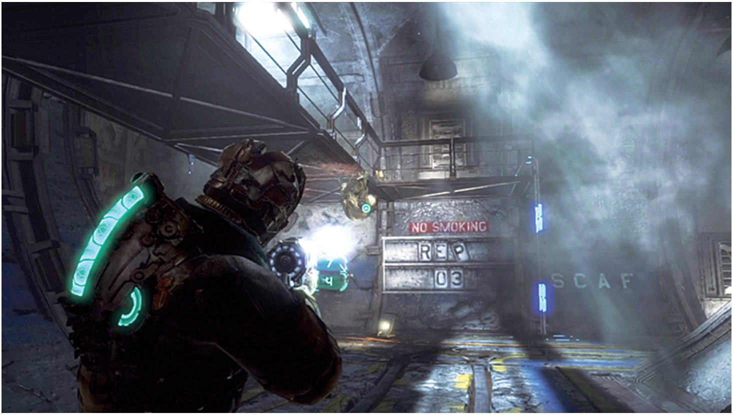
OCT 24, 2311: tasty ones toes and fingers and noses tasty ones make us whole spoil the food save room for the tasty ones make room for the tasty eat them all make us one

Exit the room through the other doorway and follow a walkway around to a draw bridge that is up. Use kinesis to activate the controls on the other side of the gap to lower the bridge. Then get ready for an attack by lots of Necromorphs of different types. This is a good time to use stasis to slow down some of these enemies. Clear them out and then advance through the door leading to the construction chamber.

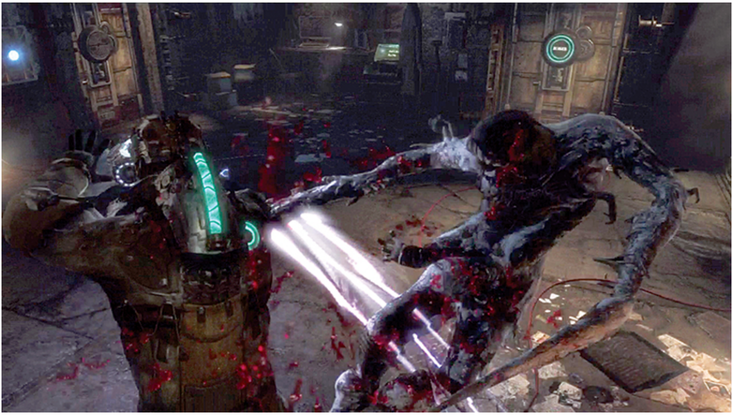
Torque Bar Installed.
Ready for us
LOCKED



Use a torque bar on the controls for the door on the right side of the hallway. Once the door is opened, enter the loot room to find a heavy metal thunder blueprint as well as some resources. Exit the room and walk across the hall to another door. Go through it and climb down a ladder into the construction hall. Go through another large door into a room. Nothing is in these two rooms, so keep going through yet another door into the entryway hall. This area also is empty, so keep going into the next room.



Upon entering the room with a catwalk, fire at the Necromorph hanging from the catwalk to start the fight. There are only a couple of Slashers in here, so kill them and then head up the ladder to the catwalk. Follow it around to an elevator, which you must take to get to the next area.



As you exit the elevator, a couple of Necromorphs attack. Quickly dispatch them and then search the room. In addition to resources, you can get an audio log in this room. Proceed through a door into a room with a workbench. Use it to upgrade your weapons, if you wish, then advance through the door leading to the explosives storage area.

//Audio Log: "Soon We Feed"

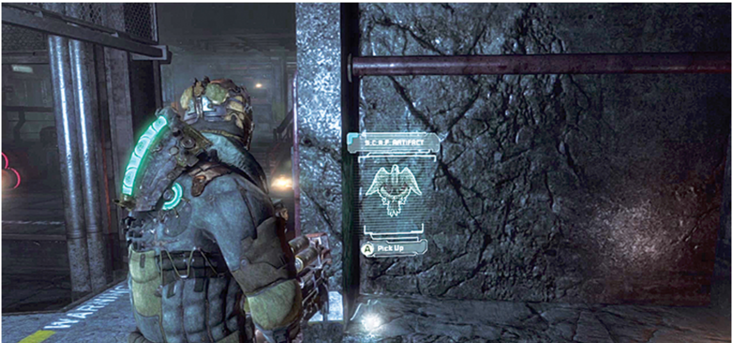
Almost there. The signal is getting very close now.

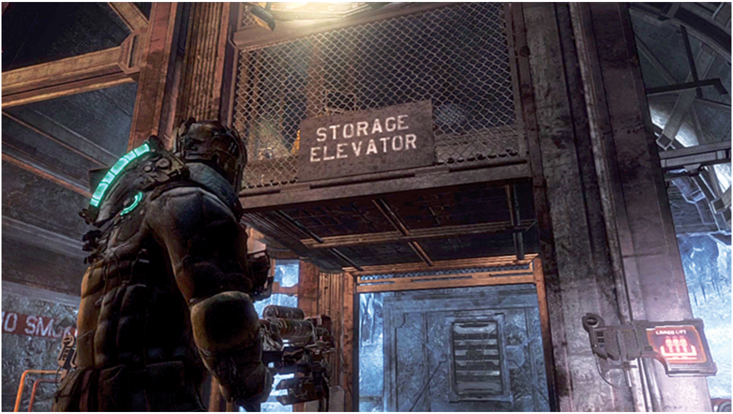
Sir, I don't know about you but I haven't seen a scrap of food yet.

Don't you worry. We'll all feed soon.

What???

This way.





Walk down the ramp to the right of the door and into the lower area of the room. In the far-right corner, in a small alcove, you can find an artifact. Then walk over to the storage elevator and lower the lift to your level. After descending a bit, it stops and an alarm goes off. That is not a good sign. A horde of Feeders drops in and they begin attacking you.

//S.C.A.F. Artifact 12

Personal Log: SFC Richard Lumley

I used to think I was an individual with my own life and my own problems. But now I realize we are all just pieces of a bigger puzzle.

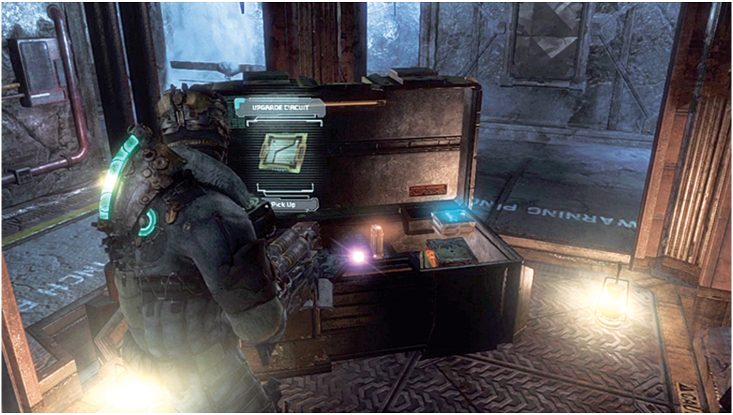
Alone we are nothing. It's this lack of … completeness … that complicates our lives.

Make us whole. That is what I hear when I close my eyes.

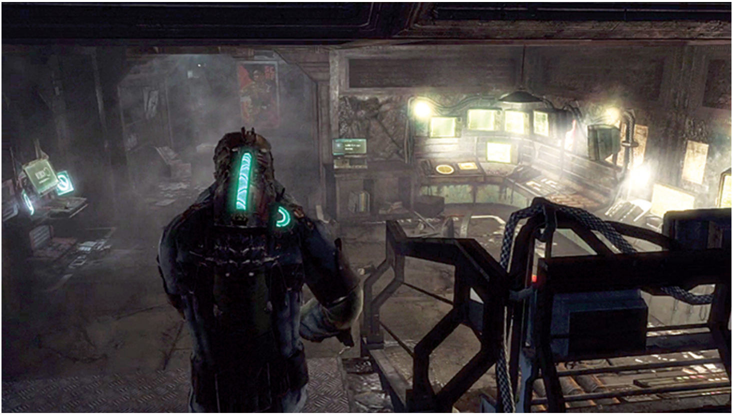
Make us whole. That is what we all must do.

We just have to get over the first step. We just have to die.

It will do the rest.



Once the Feeders have been defeated, more Necromorphs of different types come in through the ducts in the walls. Kill them all and then the contamination alarm will stop. This allows the storage elevator to descend all the way to the floor. Open the storage crate to start collecting all the loot. There are two circuits inside, a scope weapon part, a spare parts box, and some resources. Collect everything and then exit through the door on the far side of the room.



Advance down a corridor and then go through a door to enter a security room. Stop by the workbench to unload your loot and put those circuits to work in your weapons. Also, listen to the audio log.

//Audio Log: “Food All Gone”

Ah, no ... No no no no ! He spoiled all the food! Sarge! Did you hear me? It’s gone! It’s all gone!

Man does not live by bread alone.

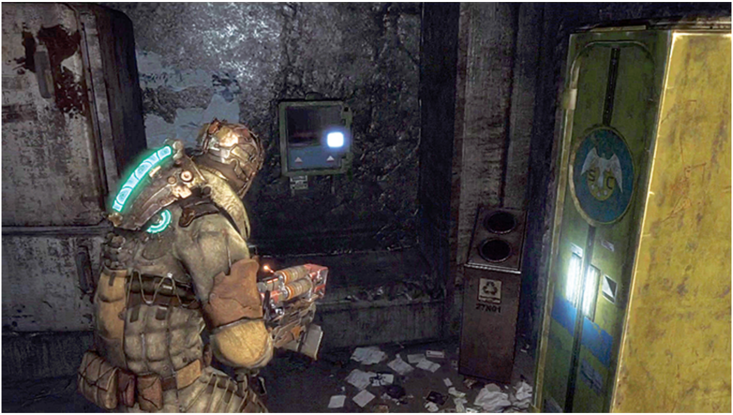
The hell’s that supposed to mean?

The meat is all around us. Tasty meat—Fingers and toes and noses ...

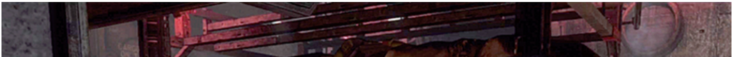
Hey, where are you going?!

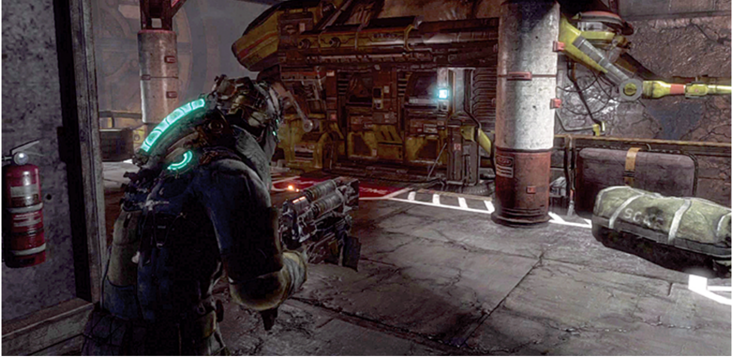
What’s gotten into you? Hey!

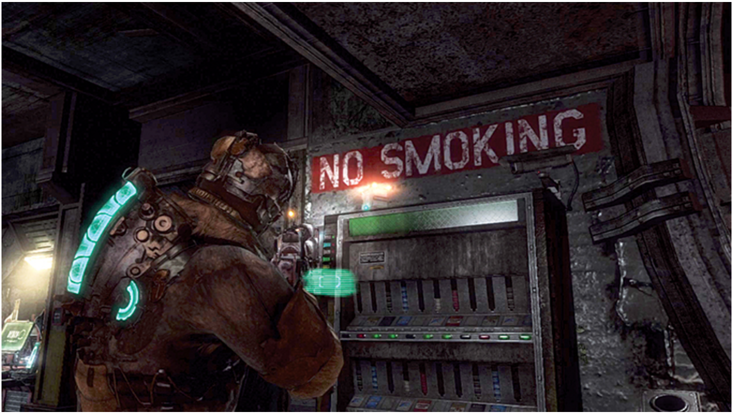
Everyone must understand. They must know. They must EAT!



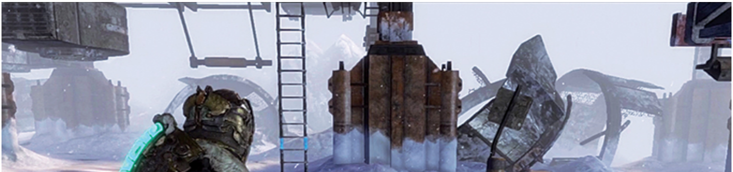
Exit the security room and follow a corridor to an elevator. Take the elevator down to a small room where you are attacked by several Necromorphs. Kill them and then search the room. You can find a circuit in a box on the wall as well as some pick-ups in lockers. Advance through the doorway to return to the records room. From there, take a right and return to the central chamber where you began.







A few Necromorphs attack you when you enter the central chamber. Kill them and then walk across the room to the elevator leading to the tram station. The tram can take you to other locations. However, at this time, they are locked, so don't bother using the tram. Instead, look for an electrocution module weapon part on top of a dispenser. A workbench and a suit kiosk are also in here. Once you are ready, return to the elevator and take it back down to the central chamber.

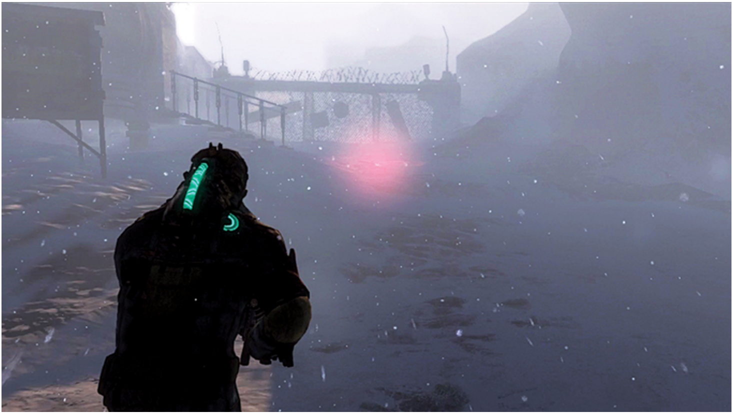


Since you have gleaned everything you can from the supply depot, it is time to continue with your mission. Exit the depot and make your way back through the snow and cold to the way station. Use your locator beam to help you get there.

Finding Ellie

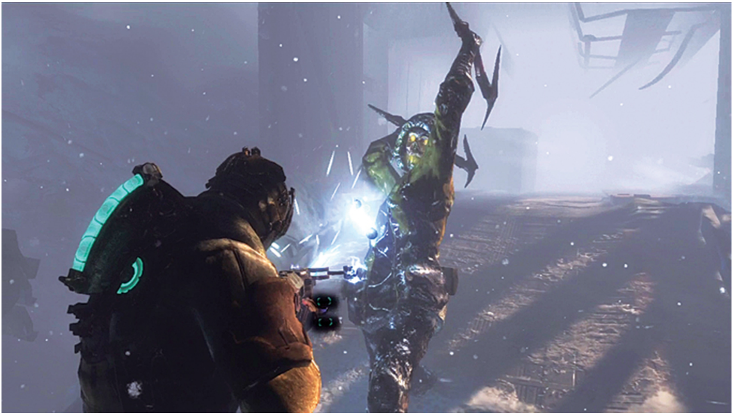
Find Ellie and Her Crew

It's hard to believe Ellie and her crew survived the crash, but it's true. According to Buckell, they found a supply of extreme weather suits and headed up the ridge toward a S.C.A.F. facility. What is Ellie thinking? Why risk killing herself in these hostile conditions? She must have found something important. I have to find her.

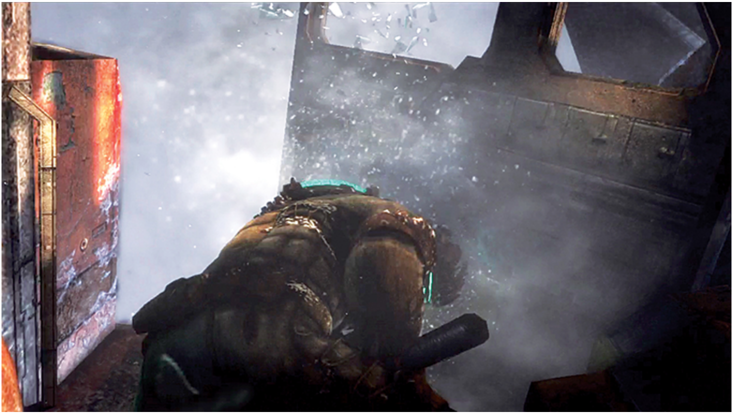


From the way station, follow the locator beam to a security checkpoint. In here you can find a Tesla core weapon part if you did not already pick it up earlier. Once again, you are scanned to ensure that you are wearing a snow suit. After this is verified, you can exit the checkpoint through the second door and then begin another trek through the snow.

The blowing snow severely limits your visibility. Therefore, use your locator beam to guide you through these conditions.



As you approach a gate, be ready for an attack. Since you can't see much at a distance, use your ears. When you start hearing creature noises above the wind, get your weapons ready since the Fodder rush out the snow and attack with little warning. Remember to aim for the legs to slow them down so that you can then finish them off. The path eventually comes to a catwalk and a ladder. However, before you climb up the ladder, search the nearby caverns. There are several containers you can stomp for items—and more Fodder to kill.



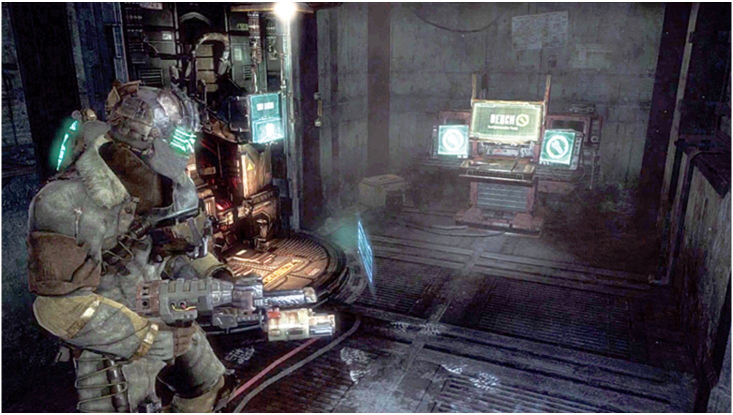
Climb the ladder and continue following the locator beam. When you come to a snow crawler, the ledge the vehicle is parked on begins to give way. Grab onto the crawler and pull yourself inside. Continue crawling through the vehicle to get out the other side before the snow crawler goes over the edge.

You find yourself on a vista overlooking a large wall structure that the S.C.A.F. must have built. That appears to be your destination, so go down a path. It leads into a cavern. Advance through this cavern, picking up items and resources as you find them along the way. Of course, expect some Necromorphs to attack. Keep going until you emerge from the cavern.

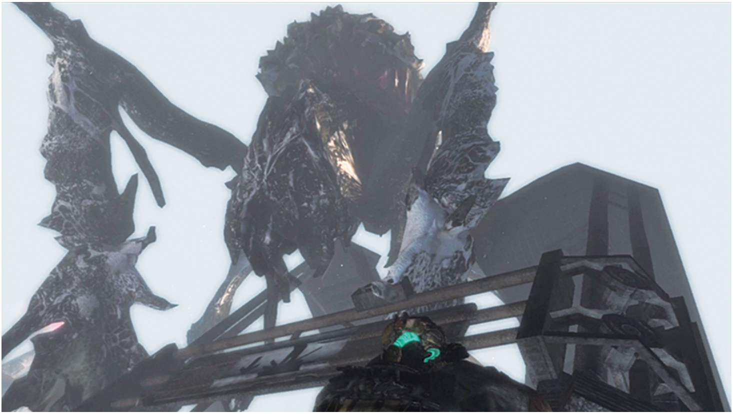
ISAAC'S LOG

When I first gazed upon the large wall, the first thing that came to mind was what where they trying to keep out? From the size and height of that wall, it must have been pretty big.

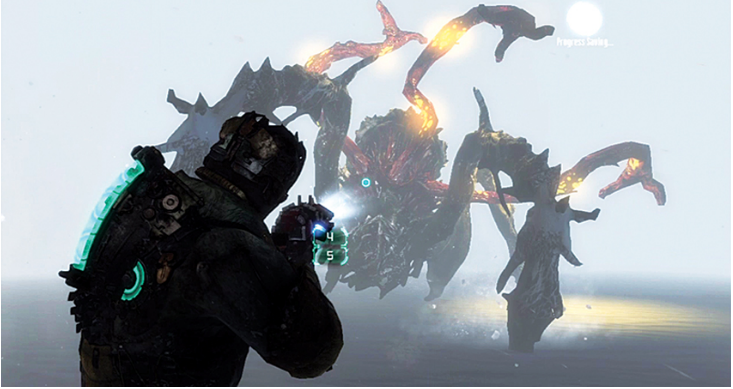
Search the flat, snowy land in front of the wall for some containers with pick-ups inside. Then make your way toward the wall. As you approach, you see Carver up on top of the wall. It looks like you have found Ellie and her party. As he is speaking to you, something is approaching the wall from the other side. It doesn't sound good.

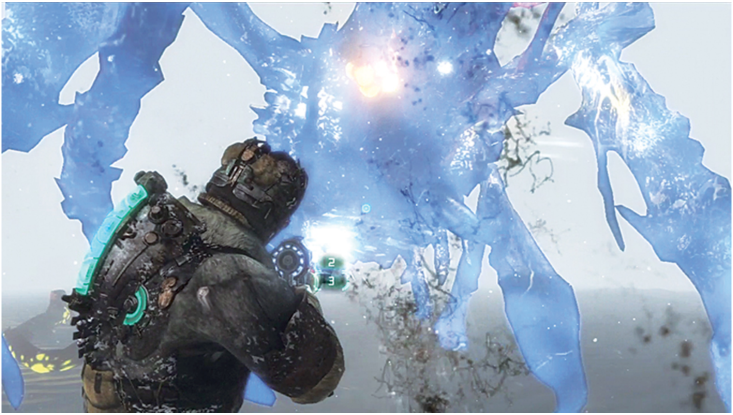


Quickly follow the locator beam to a door in the side of the structure. Go through the door and enter a room containing a generator as well as a suit kiosk and a workbench. Use kinesis to start the generator so you can power up the cargo lift outside. Once it is up and running, take some time to ensure you have the right weapons. You need something that can fire quickly and sever limbs. It is also a good idea to upgrade the stasis ability of your RIG since you will need it shortly. You might also want to craft a few stasis packs unless you are already carrying several. When you are ready, exit the room and use the cargo lift.

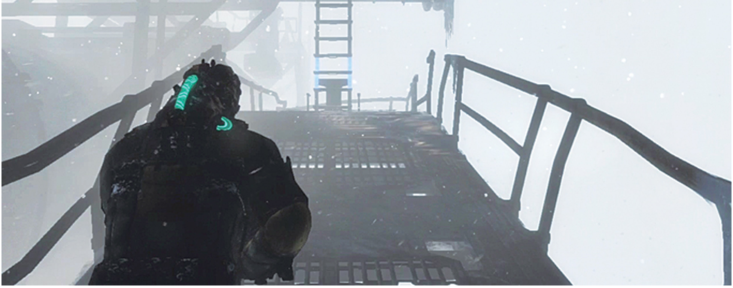


As you are taking the cargo lift up to the top of the wall, a large Necromorph climbs onto the structure and begins attacking you. It knocks the lift down to the ground—and you with it.

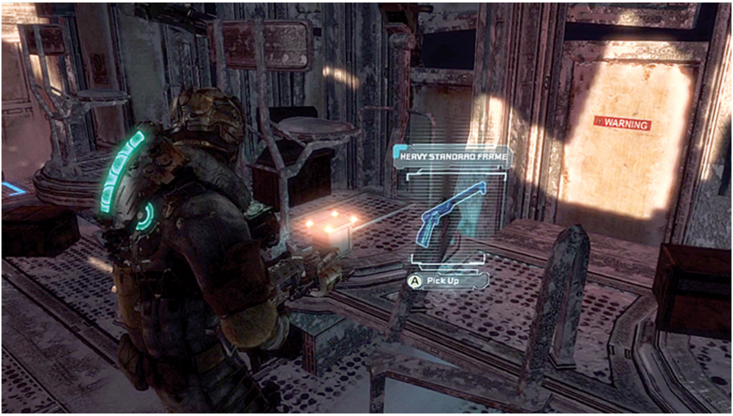


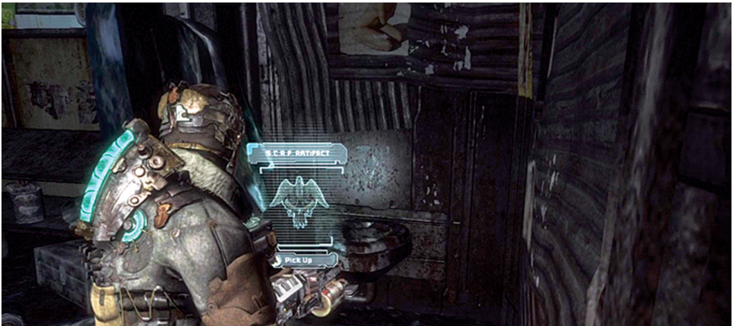


It is just you and the large Necromorph. Wait for it to extend its tentacles, then hit it with stasis. While it is slowed down, aim for the glowing orange sections of the tentacles and fire at them to sever the tentacles. After you have shot off all the tentacles, the creature opens its maw and comes at you. Use stasis again and then fire at the orange sac to knock it down. However, the creature is not yet out. More tentacles extend from the body. Use the same tactic as before. Use stasis and then sever tentacles. When it opens its maw again, shoot for the sac a second time. The Necromorph will decide you are too much trouble and run away.



Since the cargo lift is ruined, the easy way to the top of the wall is ruined. However, as the large Necromorph climbs over the wall to get away, it knocks down a catwalk that forms a ramp for you to get onto the wall. Reload your weapons, then head up the ramp. At the top, climb a ladder to get to a higher catwalk. Follow the catwalk and collect items as you go, including a couple of spare parts boxes. Keep going until you get to a door that takes you into the structure.





Move along a corridor and then through a door into another room. Inside you can find a heavy standard frame weapon part on a shelf along the right side. Climb up the ladder to reach a radio room where you can pick up a pulse rifle blueprint as well as a text log. Walk all the way to the end of the room and find an artifact next to a toilet.

//Text Log: “Trying to Get In”

SCAF-ISC-31009 TV-AF1

Personal Log: Pvt R. Blatty

Night and day, it’s always the same. They come shambling out of the storms, trying to get in.

It’s not easy following orders. You see familiar faces all the time. Sometimes they see you and they lock eyes and there’s a glimmer of recognition. Like they remember what it was like to be on the other side of the wall, safe and warm … and alive.

//S.C.A.F. Artifact 13

EXCERPT FROM ‘SCAF LEGIONARY HANDBOOK’

ADDENDUM XII: CONCERNING NECROMORPHS

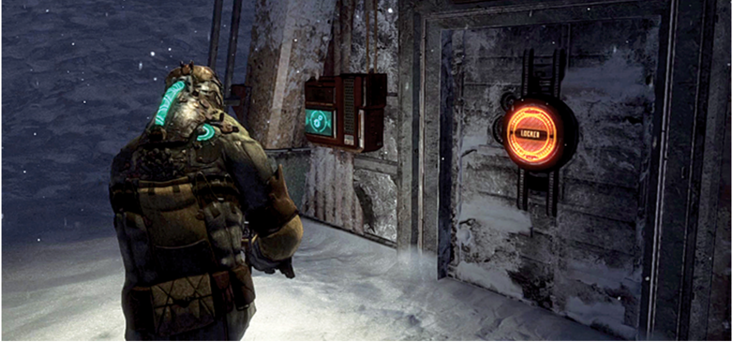
The attacks we’ve suffered so far have cost us many lives but left us with valuable lessons. The shambling creatures the science teams are calling “Necromorphs” appear to be made of the dead remains of other creatures, including our fallen soldiers.

This is disturbing, disorienting, and shocking on first sight. Steel yourselves, as it may be a psychological ploy of the creatures to weaken us.

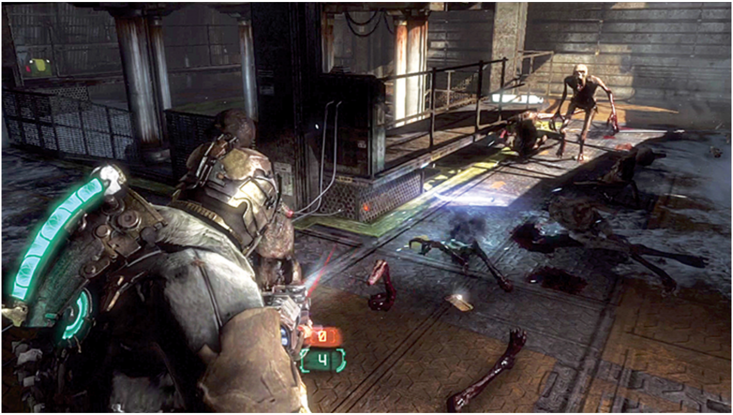
Critically important: Shoot for the limbs! They otherwise keep coming and will behead you before you can reload. Body and head shots essentially waste ammunition, so you must quickly retrain your basic marksmanship.

Never allow a breach of the outer wall. A single creature can take out an entire wing and begin a replication process within minutes.

GARAGE
Engineers Only



Climb back down the ladder and then advance to the next room where a cargo lift is located. Ride it down to ground level to an outside area within the wall. Advance to the garage structure on the right. The door is locked, so hack the controls to get inside.



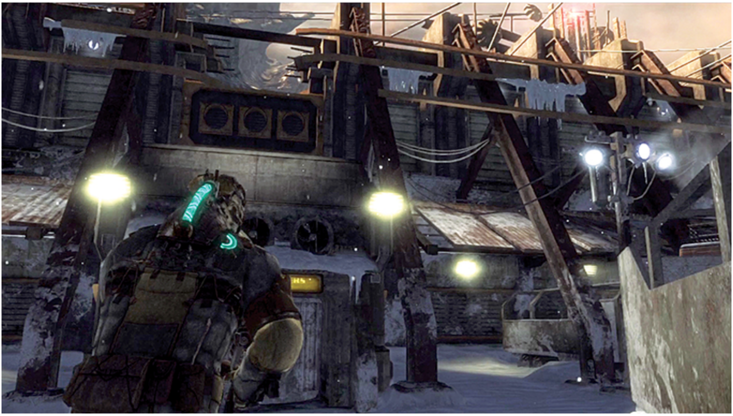
Inside the garage, pick up a text log on the shelf along the left wall. Then go through a door on the right side to enter the service bay. Several Necromorphs are in here, so start firing away. Once they are eliminated, search the lockers and containers. Be sure to get a circuit from a box on the wall near the door. Once you have cleared out the garage, exit into the snow.

//Text Log: “Grease Monkey”

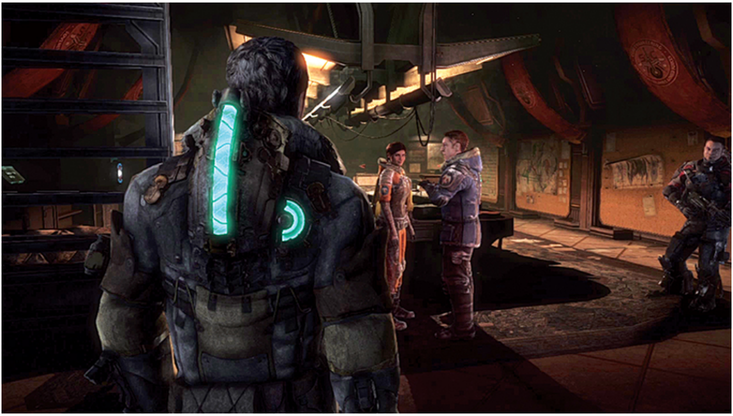
TO: SGT G. COCHRAN
FROM: SPC R. FRIESNER

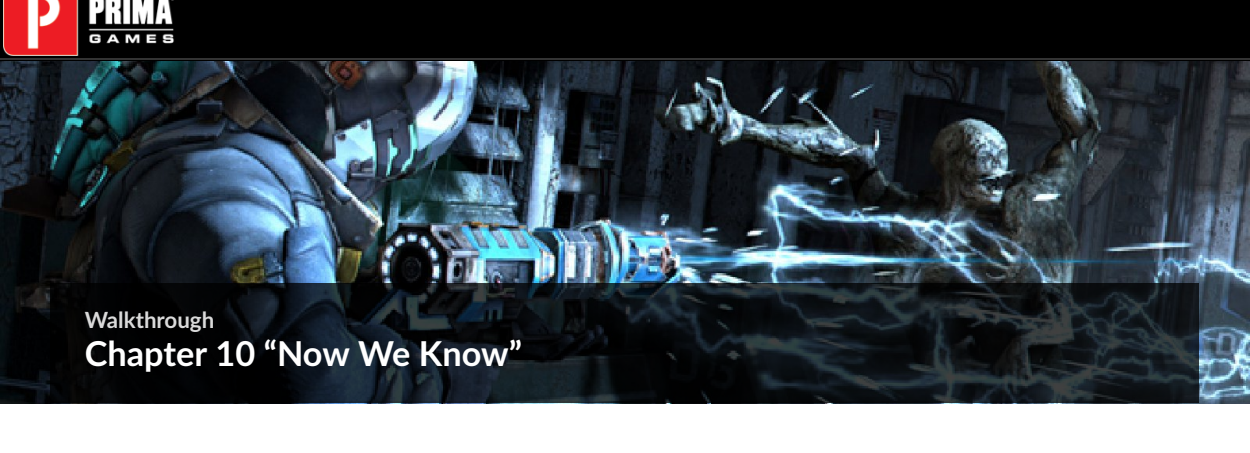
I don’t know what they’re hauling with our trucks but they’re way past the load limit. I’m up to my eyeballs in broken axles and burnt-out motors.

Tell your crews to ease up, will you? And how about sending some food our way? The pickings have been mighty slim lately.



Follow your locator beam to get around some rubble so that you can find a doorway leading back into the wall. Once inside, turn and advance down a corridor to the right. Open a door at the end and enter a conference room where Ellie and the rest of her crew are discussing their next moves.





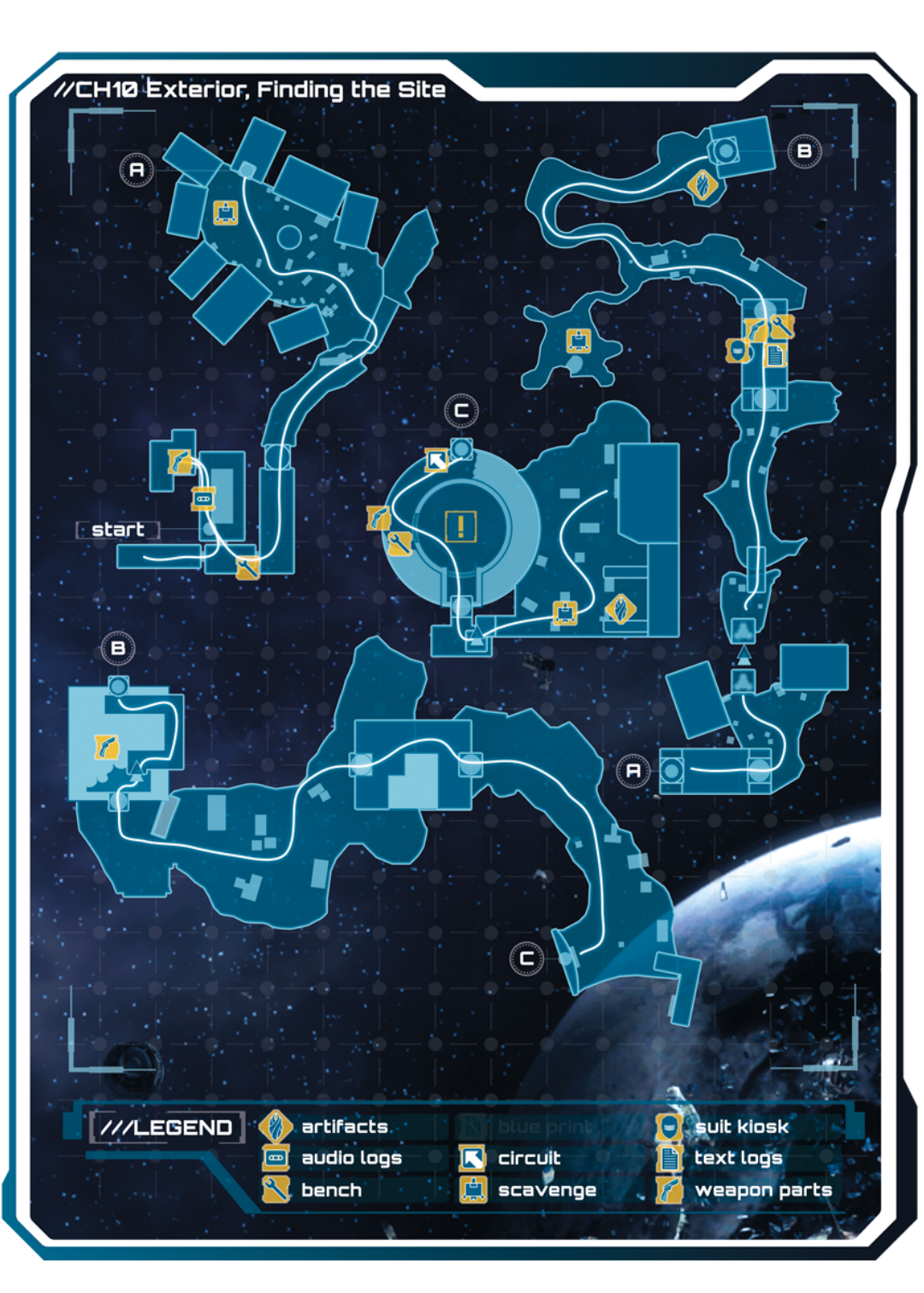
Walkthrough

Chapter 10 “Now We Know”

Having reunited with Ellie, Norton, and Santos, Isaac learns that their quest to stop the Markers is on the right track. Shutting down the “Machine” seems to be the key, and to find it, Isaac must locate a 200-year-old S.C.A.F. signal-tracking experiment.

Level Stats

- Total Artifacts: 2
- Alien Artifact: 1
- S.C.A.F. Artifacts: 1
- Total Logs: 1
- Audio Logs: 1
- Circuits: 1
- Weapon Parts: 4

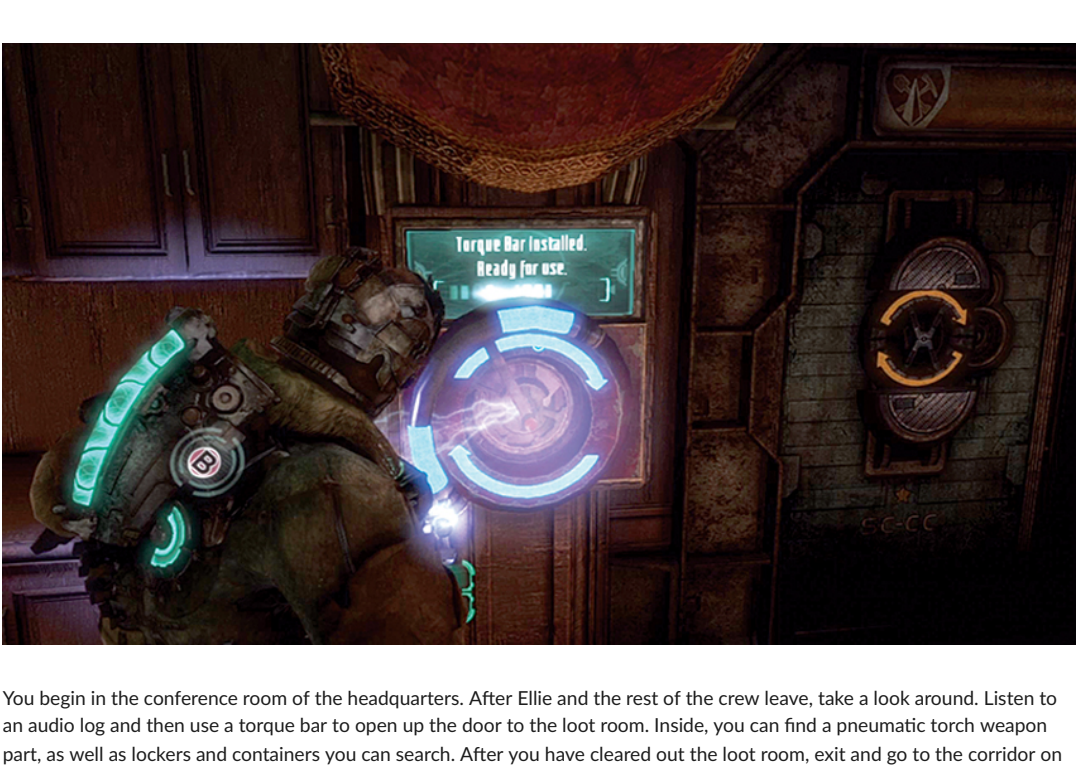


Click here for interactive maps

Tau Volantis Excavation Headquarters

Locate the Experiment Facility

Unbelievable. Here we all are, alive, on Tau Volantis—and on the brink of discovering the source of the Necromorph scourge. First, we must find the “Machine” that Admiral Graves alluded to. Santos believes that following the steps of a 200-year-old S.C.A.F. experiment will help point us to the Machine’s location.



You begin in the conference room of the headquarters. After Ellie and the rest of the crew leave, take a look around. Listen to an audio log and then use a torque bar to open up the door to the loot room. Inside, you can find a pneumatic torch weapon part, as well as lockers and containers you can search. After you have cleared out the loot room, exit and go to the corridor on the other side of the conference room.

//Text Log: “Brandy, Cigars, and Aliens”

Text Log: “Brandy, Cigars, and Aliens”

You a drinking man, Serrano?

Uh, no …

I prefer cognac myself. Probably a bit clichéd but you just can’t beat it with a nice cigar.

What did you want to see me about?

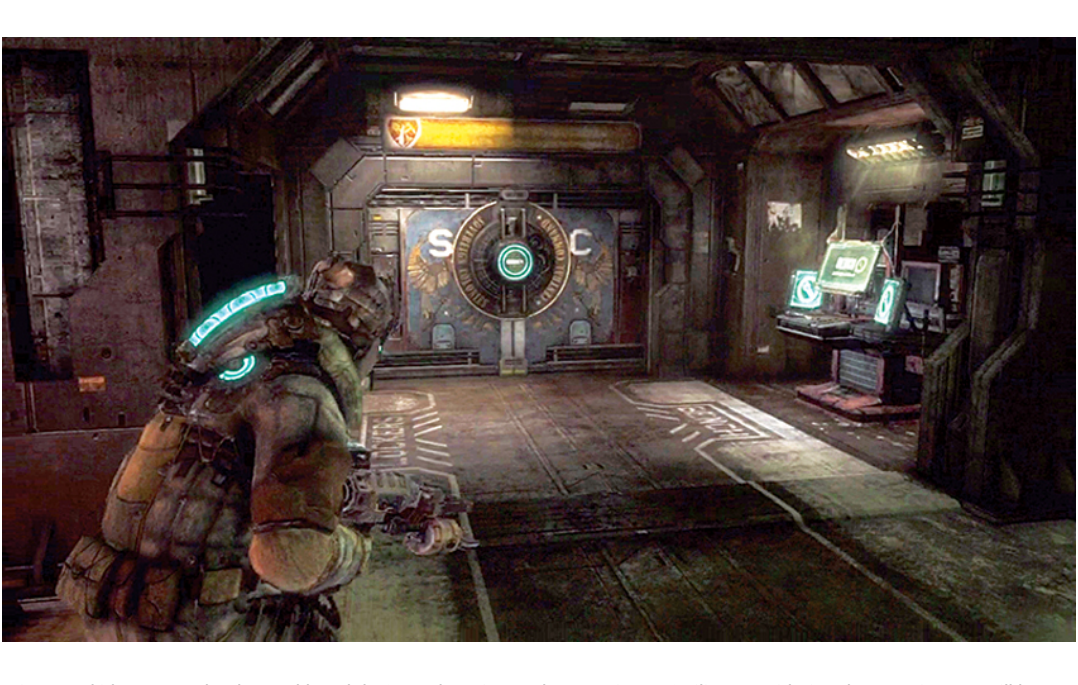
I’m not going to lie, professor. I don’t like you, the way you look, the way you talk, or the way you conduct business.

Look, the admiral said I could …

Admiral Graves isn’t running this show anymore! I am! If you need men to help you thaw those ice cubes you’re experimenting on, you come to me, and only me.

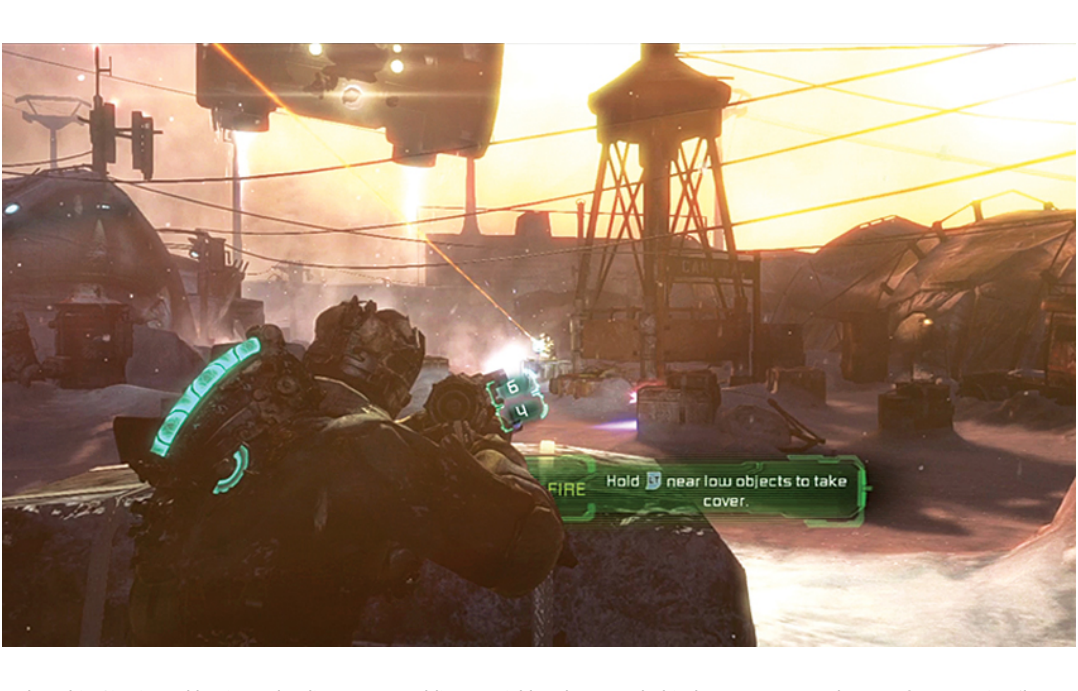
Of course, I just thought it would be …

I don’t care how much support you have back home. You’re playing a dangerous game, professor. And out here, you play by my rules!

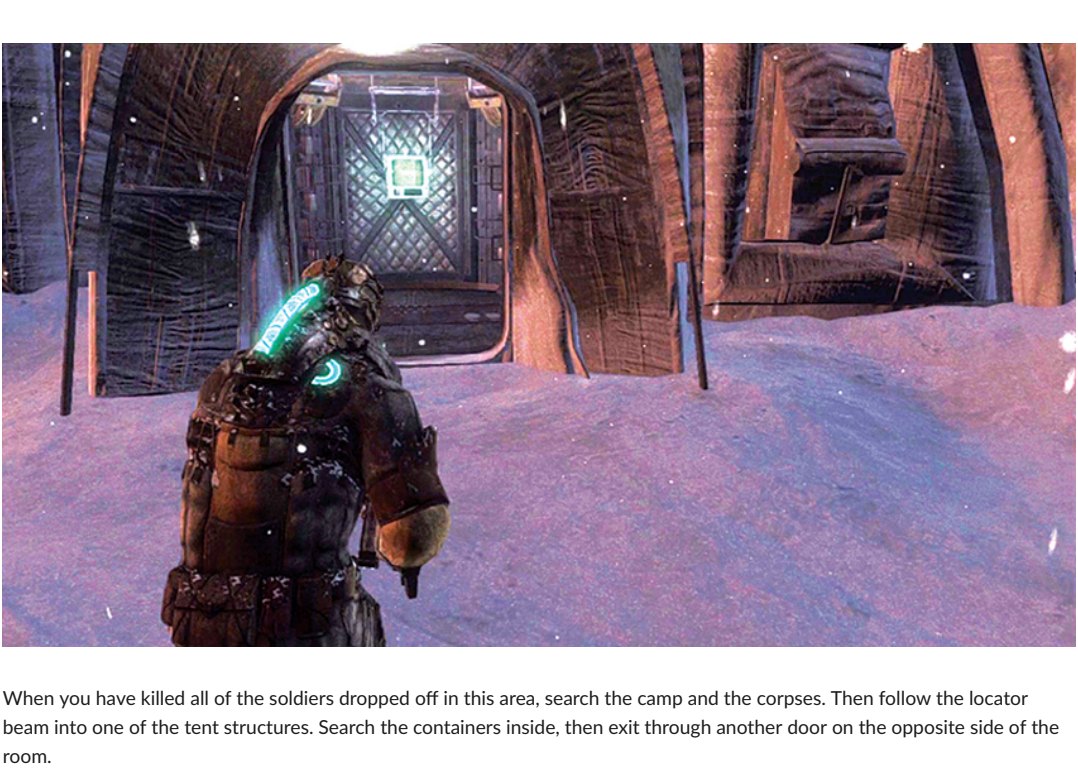


It is a good idea to stop by the workbench before advancing to the experiment facility. Considering the enemies you will be facing, we suggested that you carry weapons that fire projectiles, fire energy blasts, and have a melee attack. An explosive or flame weapon can also come in handy. Since each weapon can have two different firing or attack modes, you may need to create a couple of weapons that meet these needs.

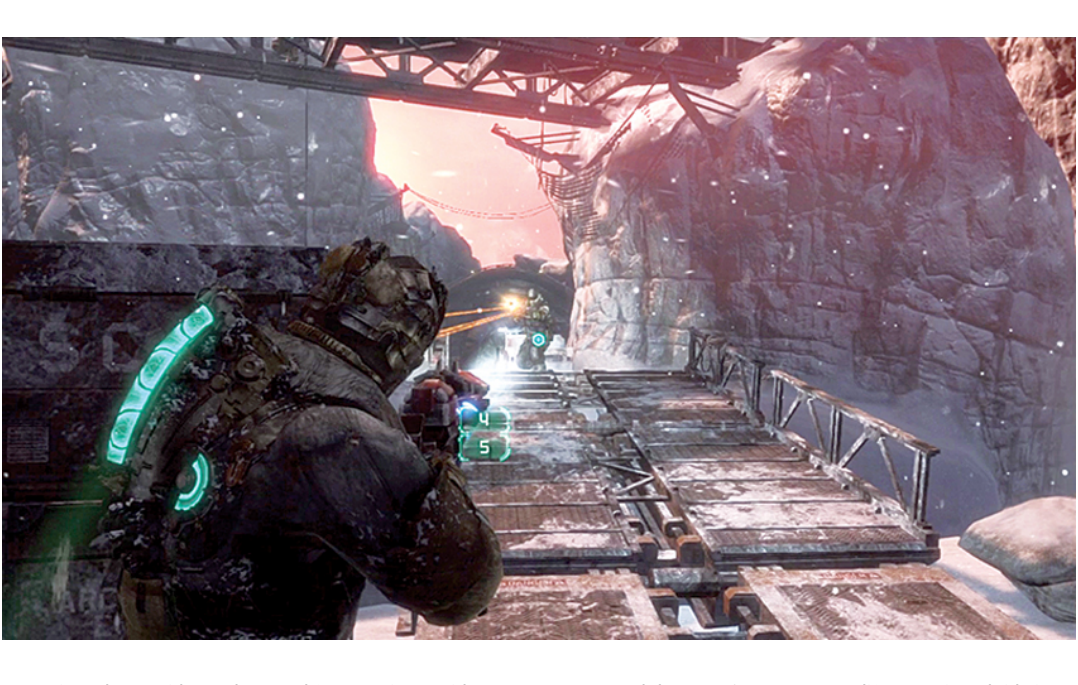
Advance through a corridor to a door that leads to the outside. Keep going to a bridge, where the rest of the team is waiting for you. However, when you reach the bridge, you come under attack and an explosion blows up the bridge, throwing you down to a tent camp below. It seems the Unitologists have found you.



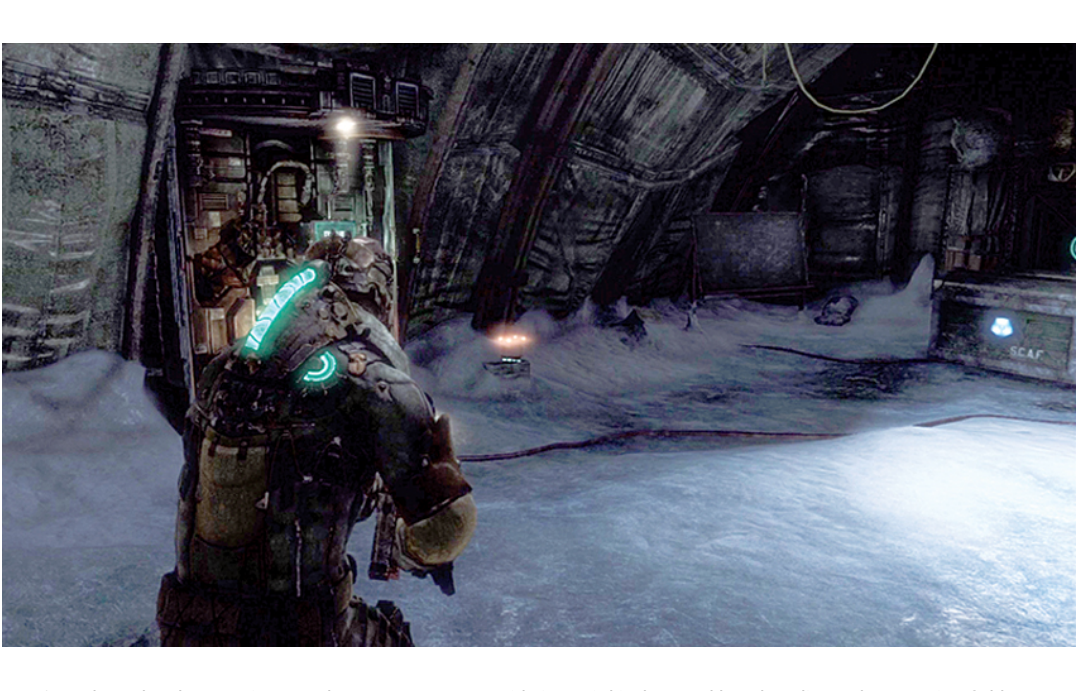
A dropship flies in and begins unloading enemy soldiers. Quickly take cover behind some crates and return fire. A projectile weapon works best against these armored soldiers. Aim for their heads to ensure a one-shot kill.



When you have killed all of the soldiers dropped off in this area, search the camp and the corpses. Then follow the locator beam into one of the tent structures. Search the containers inside, then exit through another door on the opposite side of the room.



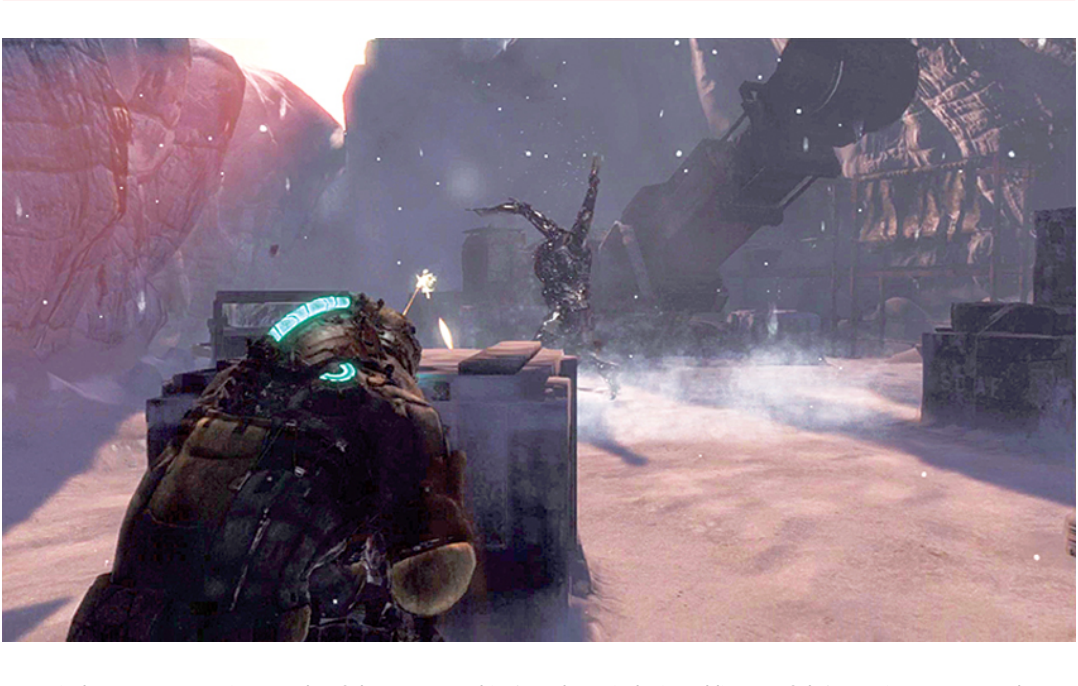
You exit to the outside. Look around for containers with some resources and then continue to a cargo lift. Enter it and ride it down to the lower level. When you get to the bottom, quickly take cover behind some crates near a bridge. More soldiers begin attacking. Kill as many as you can from this position. One of them fires explosive rockets at you, so when you see them coming, duck back behind cover for protection. When it appears, clear, rush across the bridge and take cover again while finishing off any remaining hostiles.



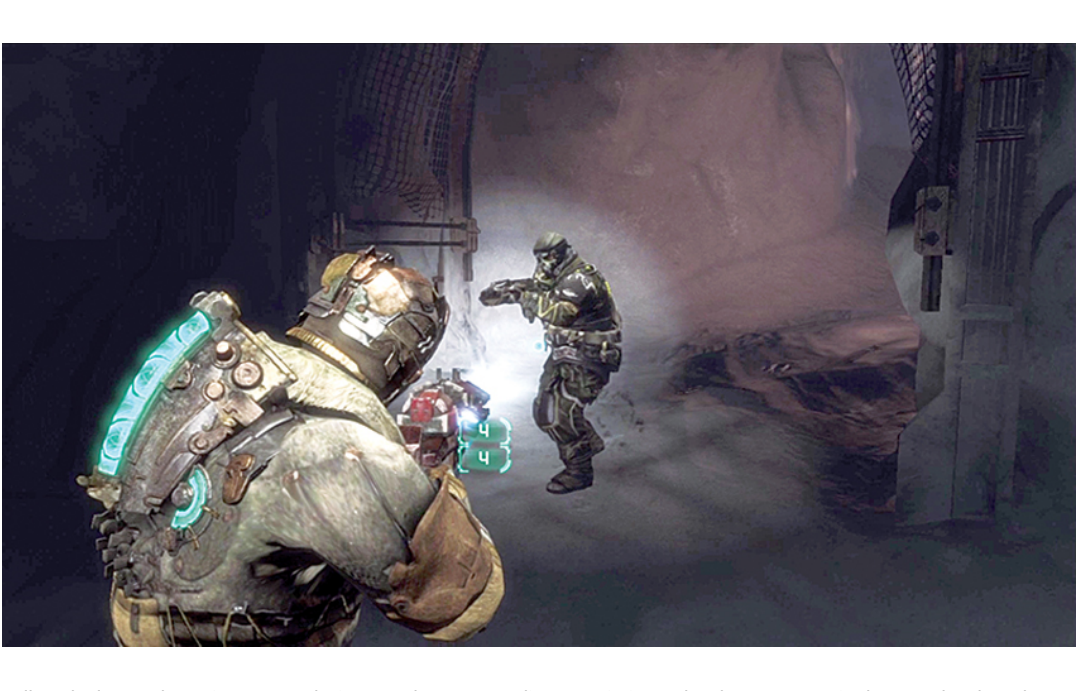
Continue through a doorway into another tent structure. Inside is a suit kiosk, a workbench, a directed suspension field weapon part, and a text log. Since crates block your path to the next door, use kinesis to move them out of your way. You can also stop at the bench here to drop off the new weapon part—or use it on one of your weapons.

//Text Log: “Wear a Parka”

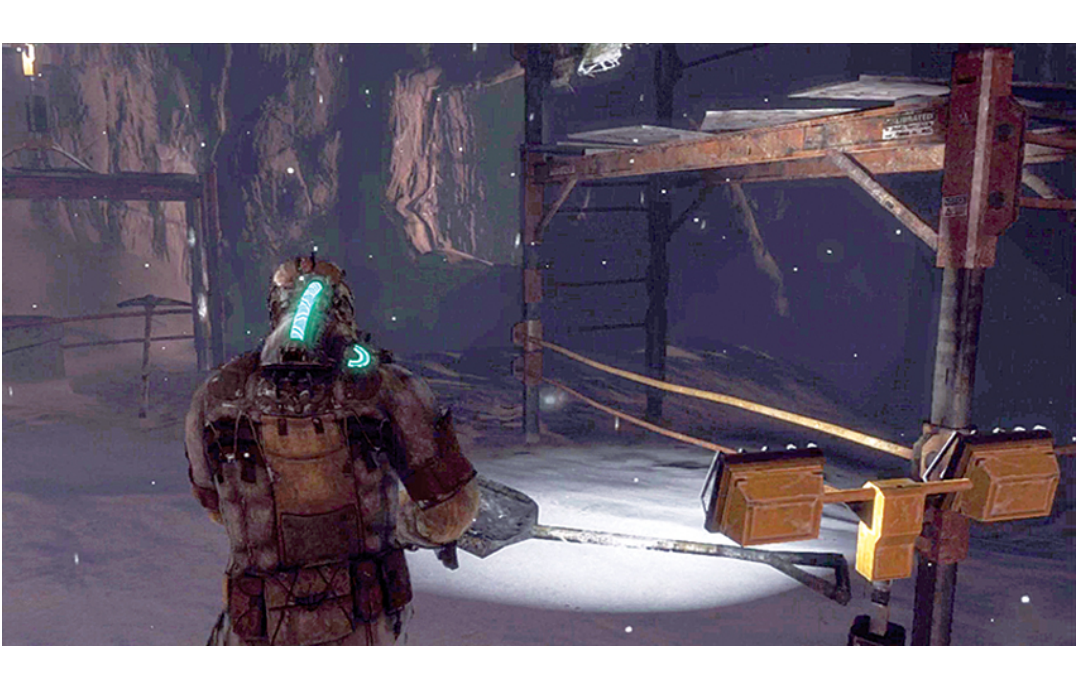
It will take a while to get used to the noise, but the new generator appears to be working better than the last one. The power draw required to thaw the specimen is significant, however, so I’ve had the engineers install a battery reserve on the roof. Given how long it takes for work requests to get filled around here, we’ll probably have to change the batteries ourselves. Just be sure to wear a parka.



You exit the tent structure into another fight. However, this time, the Unitologist soldiers are fighting against Necromorphs. Take cover and begin attacking both sides. Keep shooting until you are the only one left standing. Then, when all the corpses litter the ground, pick up as many items as you can.



Follow the locator beam into a tunnel. Listen to the enemy radio transmissions. They know you are in the tunnel and send a soldier to stop you. Be ready with a projectile weapon and kill him before he can hurt you.



Keep following the tunnel around. When you get to a section with rail carts and shelves, look near a shelf on the tunnel’s right side to find an artifact. Pick it up, then pass through the doorway into another structure. Be ready—a Necromorph drops in on you while you are in the doorway.

//Alien Artifact 2

PERSONAL LOG: Pvt Edmund Varley

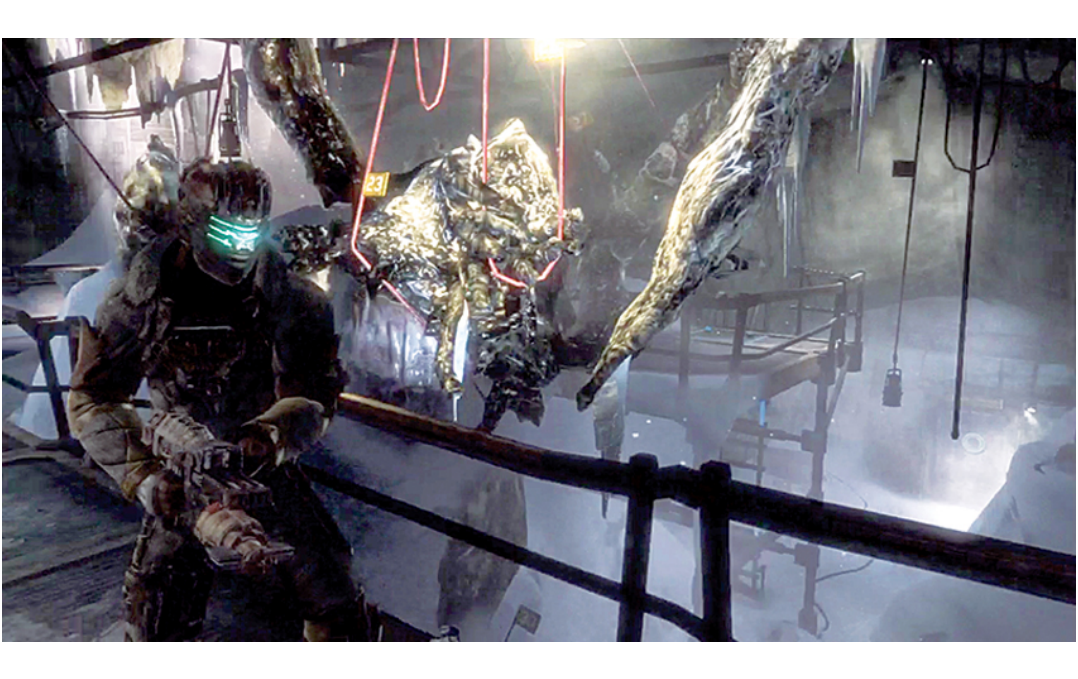
Everywhere we dig, we find them, their frozen carcasses trapped in the ice. I know Serrano says they’ve been dead for two million years but I can’t shake the feeling that some part of them is still alive.

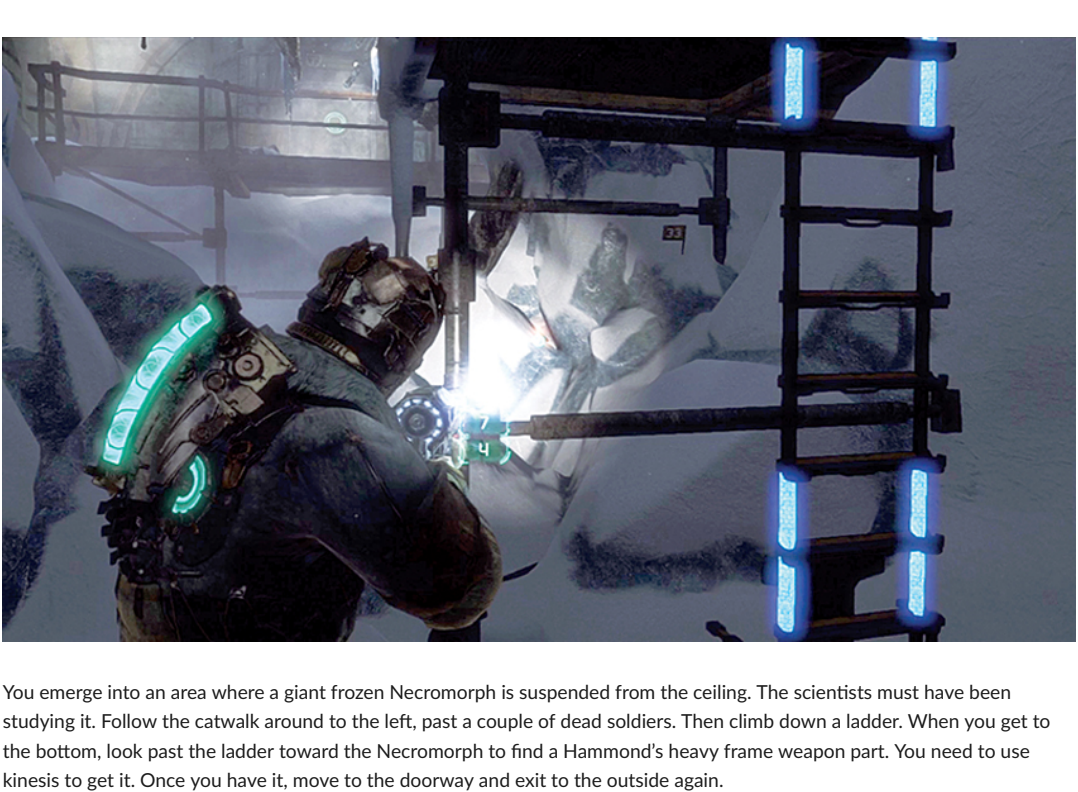
Their eyes, if they had them, are long gone. But their stares are intense. Accusing. Angry. Distorted. And around them, always the Markers: Ancient monoliths from an ancient race.

Sometimes, when everyone has left the dig site for the day, I hear their icy voices like whispers on the wind.

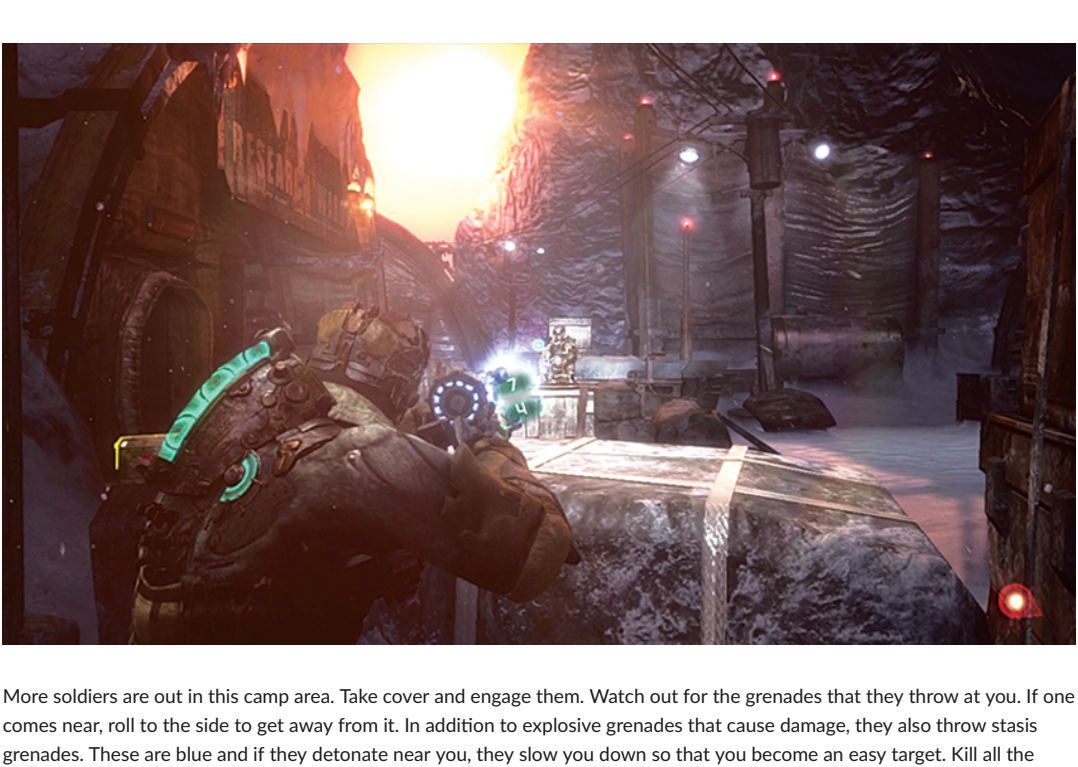
Turn it off.

Turn it off.





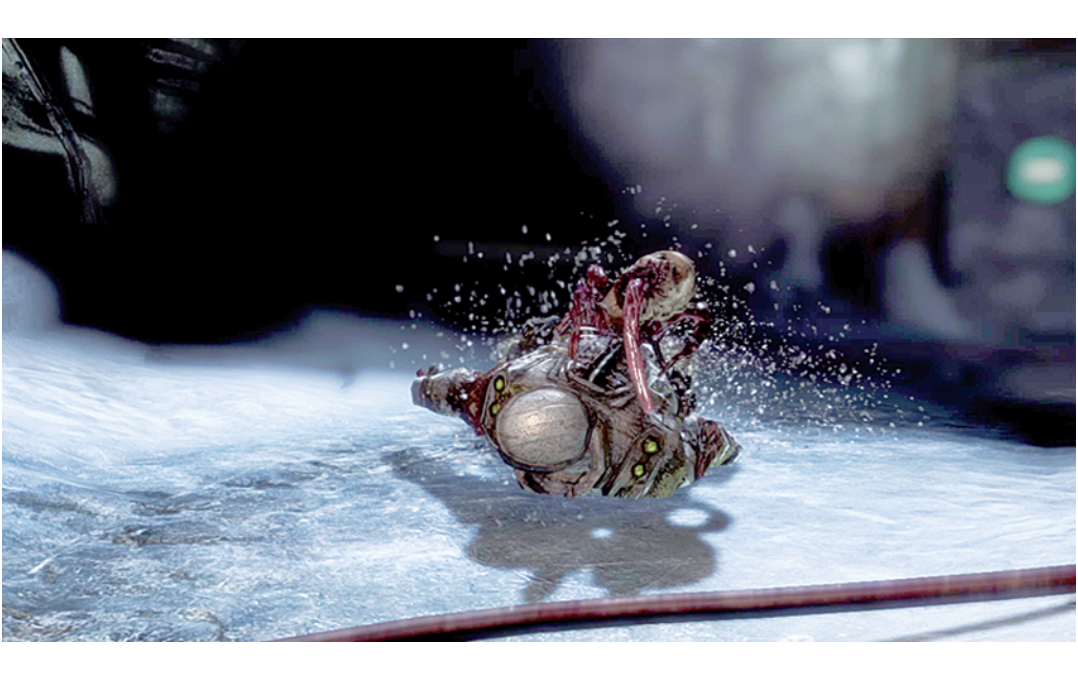
You emerge into an area where a giant frozen Necromorph is suspended from the ceiling. The scientists must have been studying it. Follow the catwalk around to the left, past a couple of dead soldiers. Then climb down a ladder. When you get to the bottom, look past the ladder toward the Necromorph to find a Hammond’s heavy frame weapon part. You need to use kinesis to get it. Once you have it, move to the doorway and exit to the outside again.

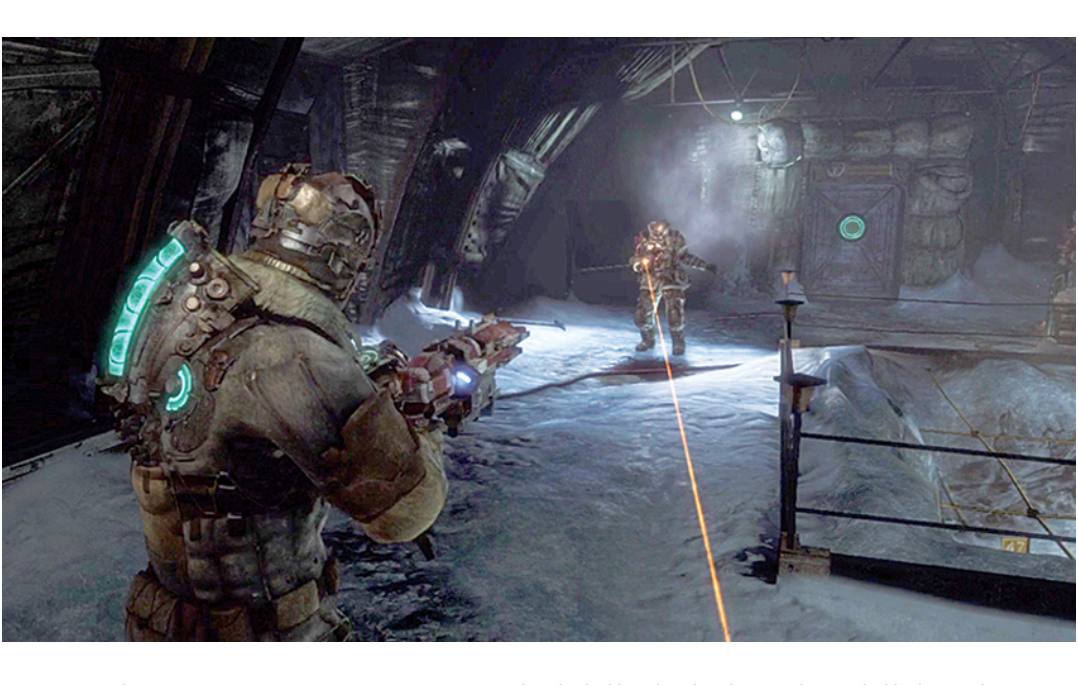


More soldiers are out in this camp area. Take cover and engage them. Watch out for the grenades that they throw at you. If one comes near, roll to the side to get away from it. In addition to explosive grenades that cause damage, they also throw stasis grenades. These are blue and if they detonate near you, they slow you down so that you become an easy target. Kill all the soldiers, then make your way into the next tent structure.

ISAAC’S LOG

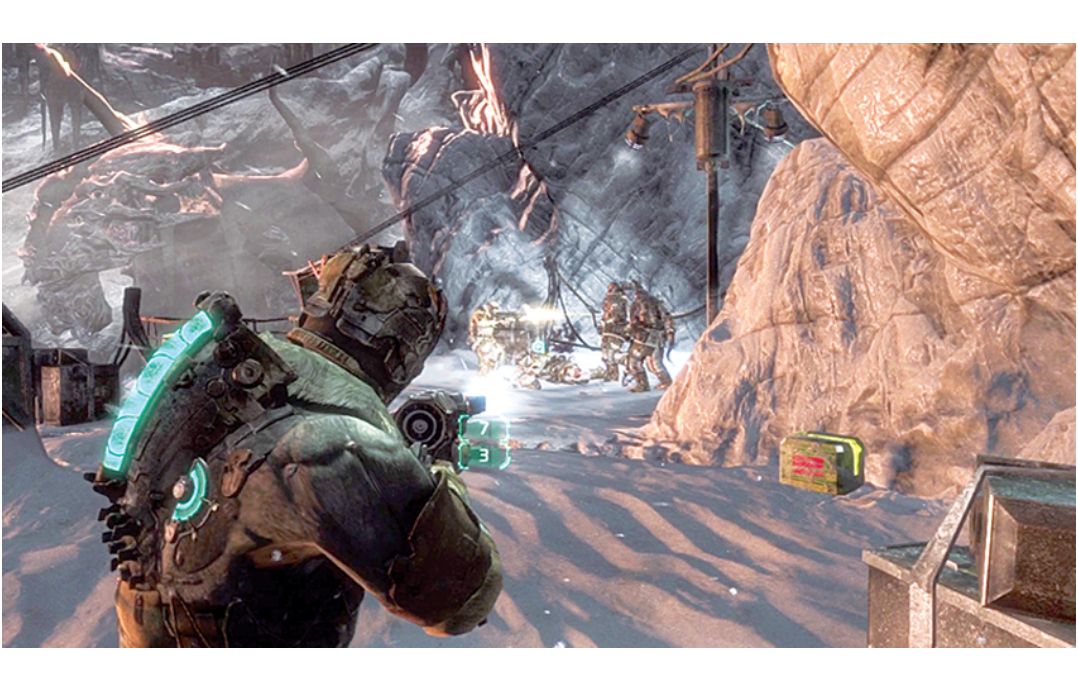
One of the skills I picked up during combat was using my kinesis module to throw grenades back at the enemy. I would aim at the grenade, pick it up with kinesis, and then launch it back at them. This was quite effective, though it took a little practice to become proficient at this tactic.



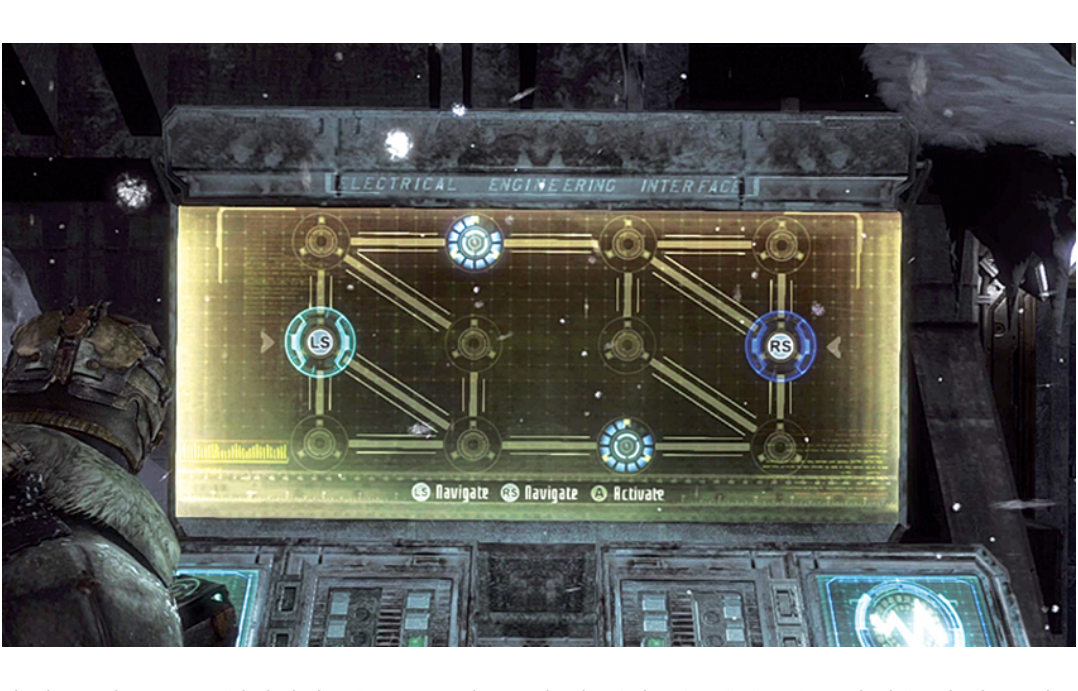


As you enter the structure, you see a new type of Necromorph. It looks like a head with several tentacle-like legs. What is scary about it is that it climbs into a corpse and takes control of it. If the corpse had a weapon, when it animates, it fires the weapon at you. Attack the corpse and when it goes down, the Necromorph climbs out and jumps into another corpse. The key to killing it is either to use a headshot against the corpse or kill the Necromorph while it is moving to another corpse. If you don’t fight smart, you can run out of ammo by killing the same reanimated corpses over and over again. Once you have killed these Necromorphs, pick up the items left behind and then advance to the next doorway.

As you begin walking along a snowy path to the next area, you can see some massive Necromorph skeletons to the left. Just how big can these things get?

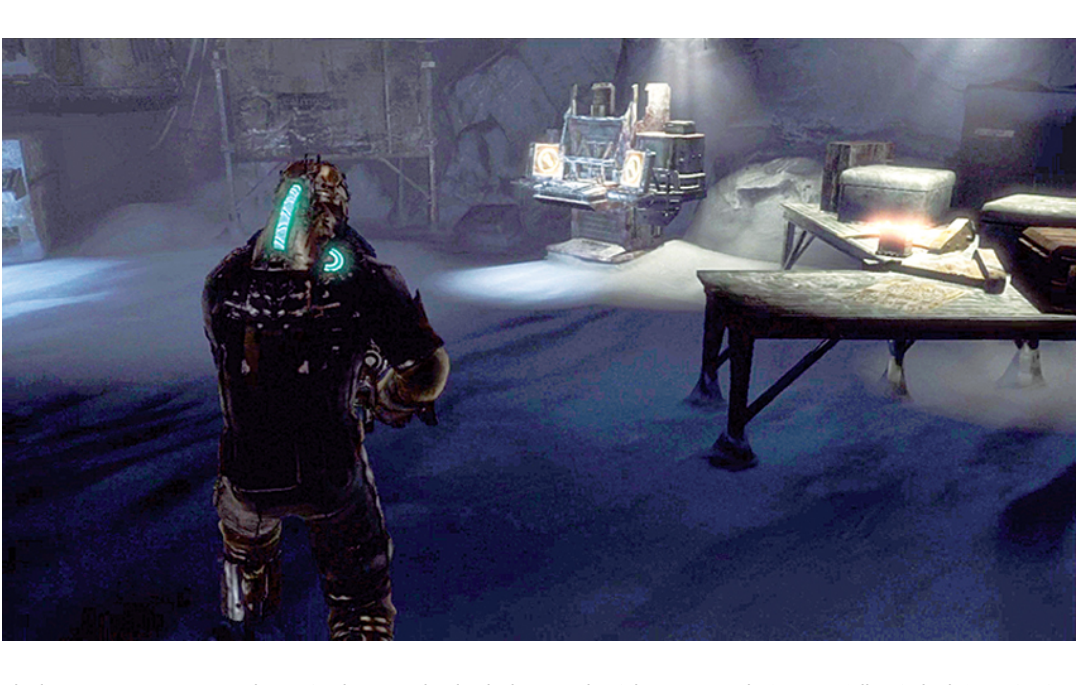


However, you don’t have time for sightseeing. Another battle between soldiers and Necromorphs is raging up ahead. Start attacking the Necromorphs so that there are fewer to deal with after they get done with the Unitology soldiers. Also watch out for dead soldiers that turn into Necromorphs.

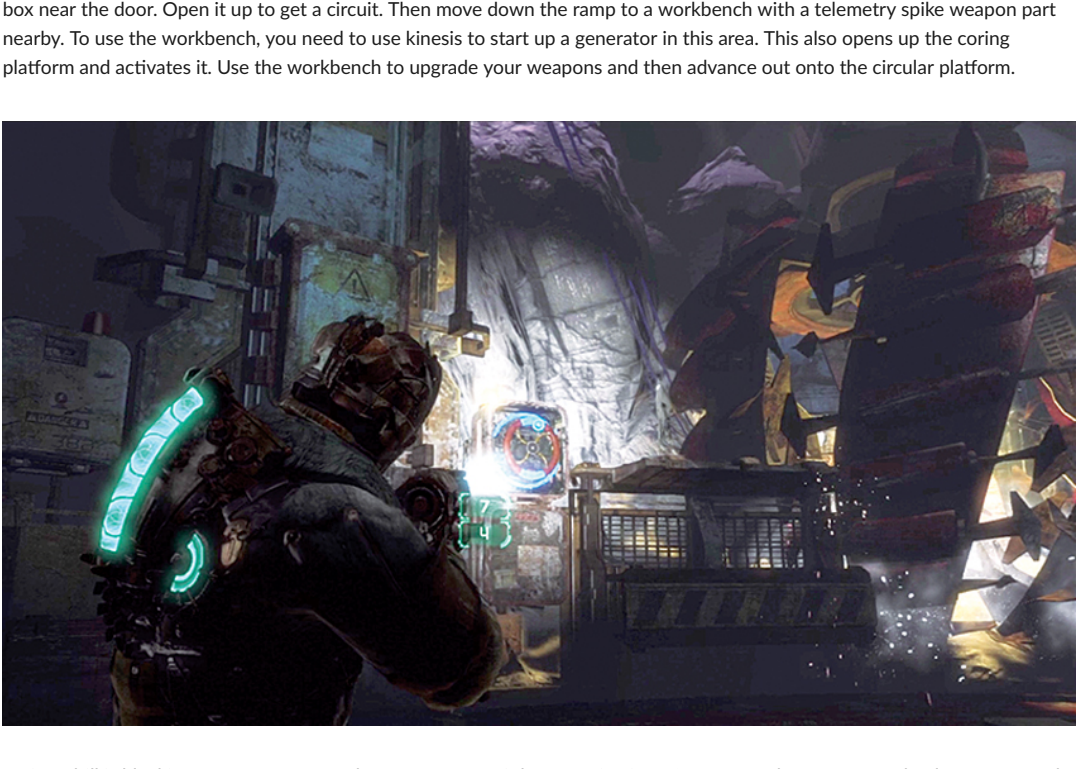


The door to the next area is locked. Therefore, you need to use the electrical engineering interface to hack into the door and unlock it. This is similar to one you have done before on the flotilla. Once the door is open, enter it to get to the drill excavation site.

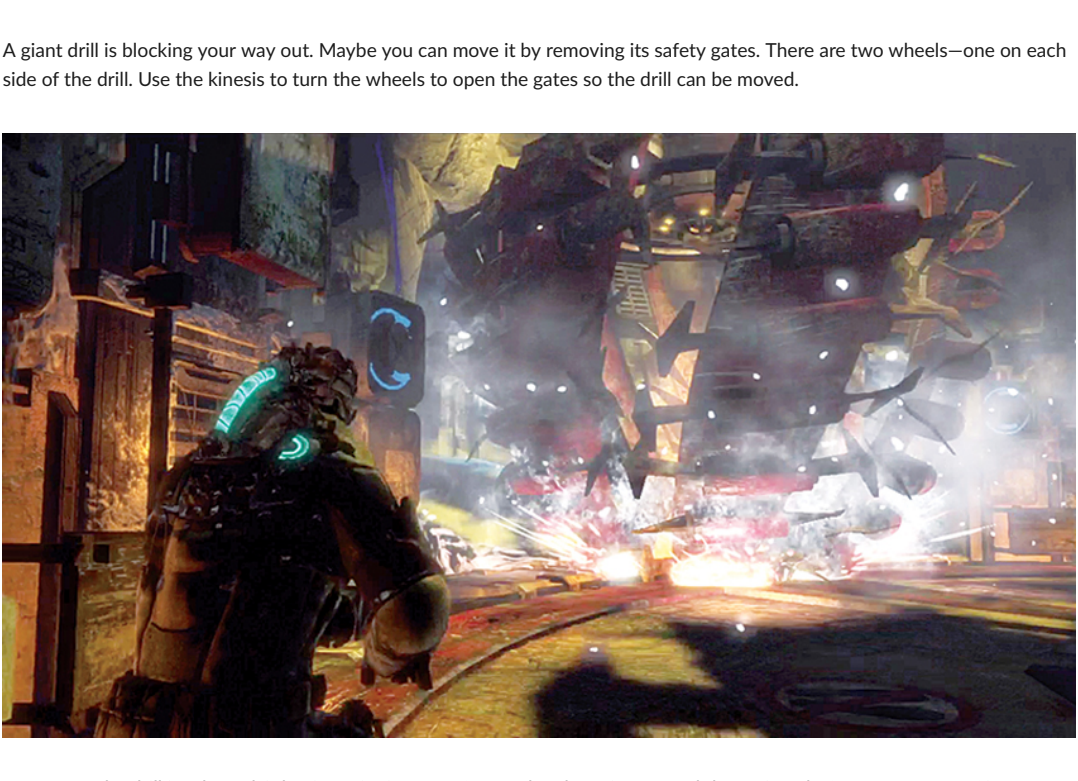
Coring Platform



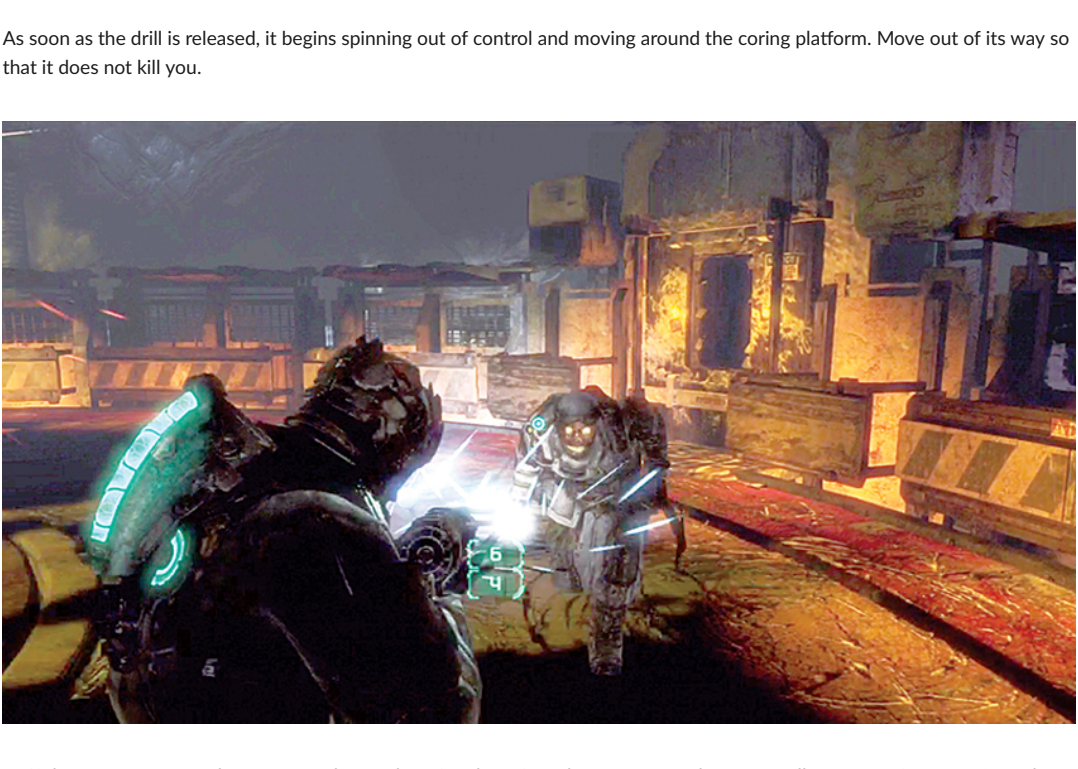
The large structure you enter has a circular ramp that leads down to the right. However, before you follow it, look for a circuit box near the door. Open it up to get a circuit. Then move down the ramp to a workbench with a telemetry spike weapon part nearby. To use the workbench, you need to use kinesis to start up a generator in this area. This also opens up the coring platform and activates it. Use the workbench to upgrade your weapons and then advance out onto the circular platform.



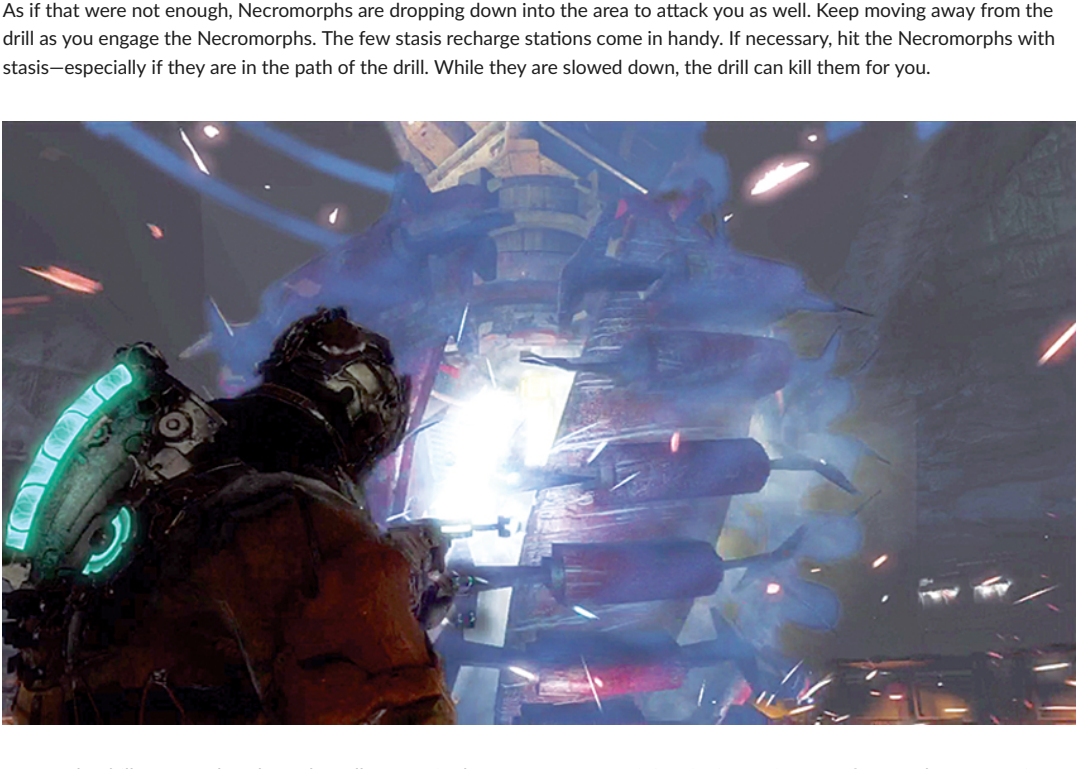
A giant drill is blocking your way out. Maybe you can move it by removing its safety gates. There are two wheels—one on each side of the drill. Use the kinesis to turn the wheels to open the gates so the drill can be moved.



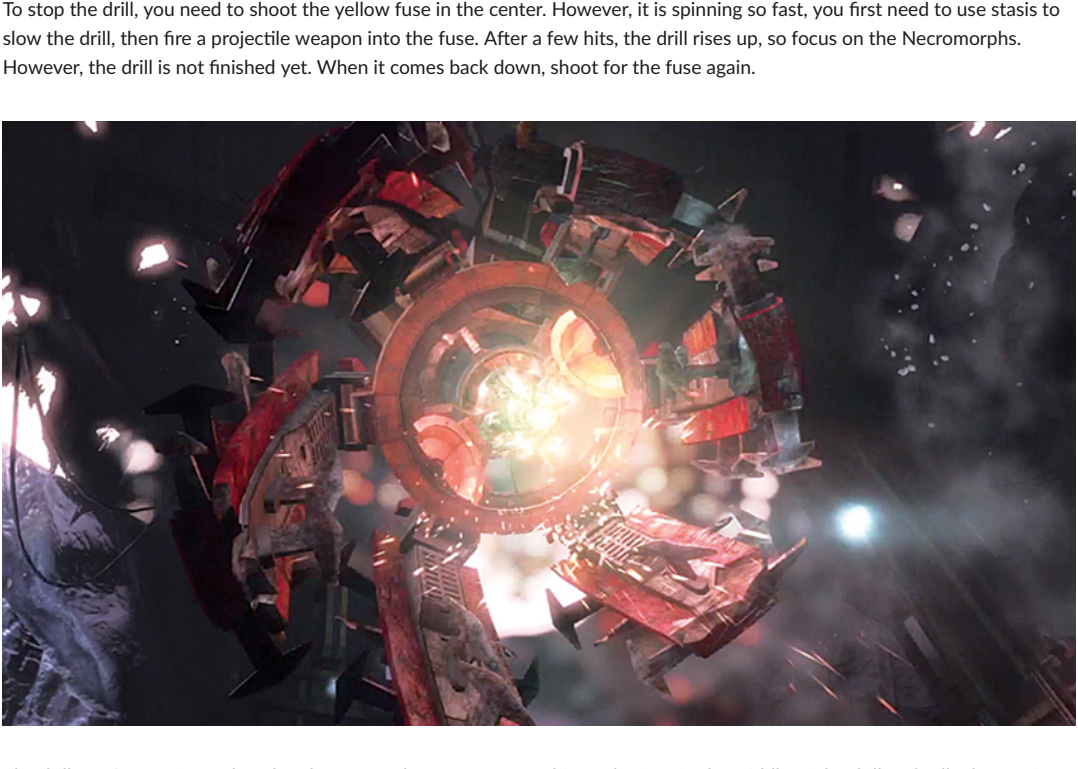
As soon as the drill is released, it begins spinning out of control and moving around the coring platform. Move out of its way so that it does not kill you.



As if that were not enough, Necromorphs are dropping down into the area to attack you as well. Keep moving away from the drill as you engage the Necromorphs. The few stasis recharge stations come in handy. If necessary, hit the Necromorphs with stasis—especially if they are in the path of the drill. While they are slowed down, the drill can kill them for you.



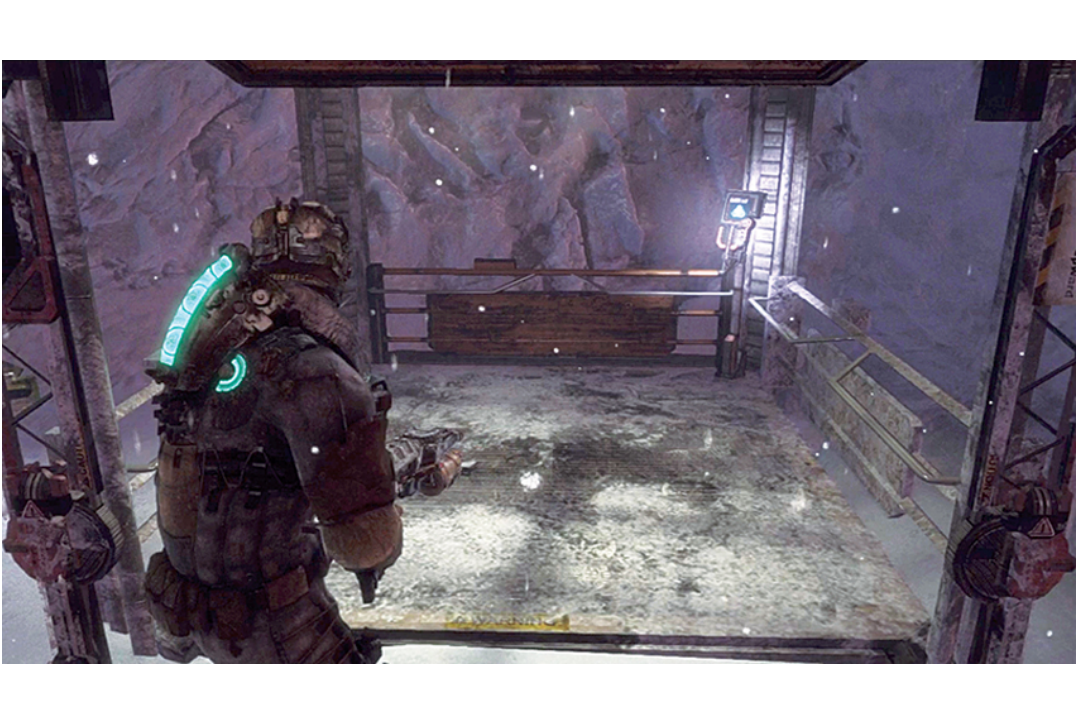
To stop the drill, you need to shoot the yellow fuse in the center. However, it is spinning so fast, you first need to use stasis to slow the drill, then fire a projectile weapon into the fuse. After a few hits, the drill rises up, so focus on the Necromorphs. However, the drill is not finished yet. When it comes back down, shoot for the fuse again.

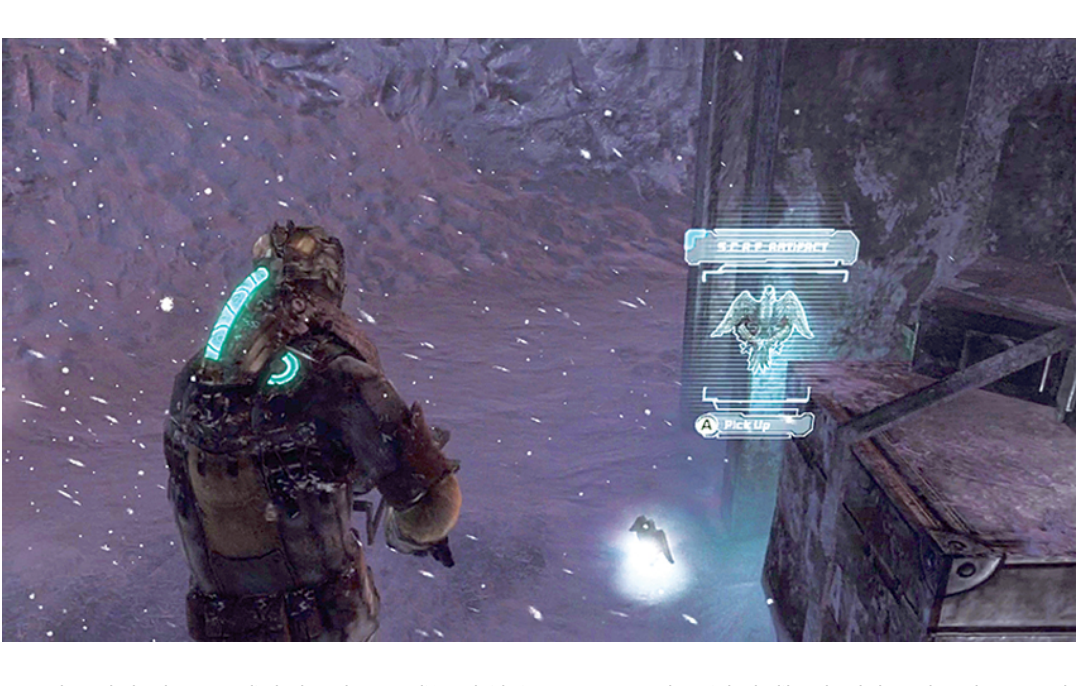


The drill continues after a short break. You need to get one more hit on the fuse in the middle of the drill to finally destroy it. Now take some time to gather ammo and other useful items and resources from all the corpses. Now that the drill is gone, advance to the doorway that leads out of the coring platform area.

Drill Sergeant

This is a tough award to earn. You must survive the attack by the drill without taking any damage. The key is to keep moving.





Once through the doorway, climb aboard a cargo lift and ride it up to an area where it looks like a battle has taken place. Search the area for resources and be sure to look in the right-hand corner for an artifact hidden behind some crates. Once you have taken all you want, go to the doorway leading to the NX-03 site.

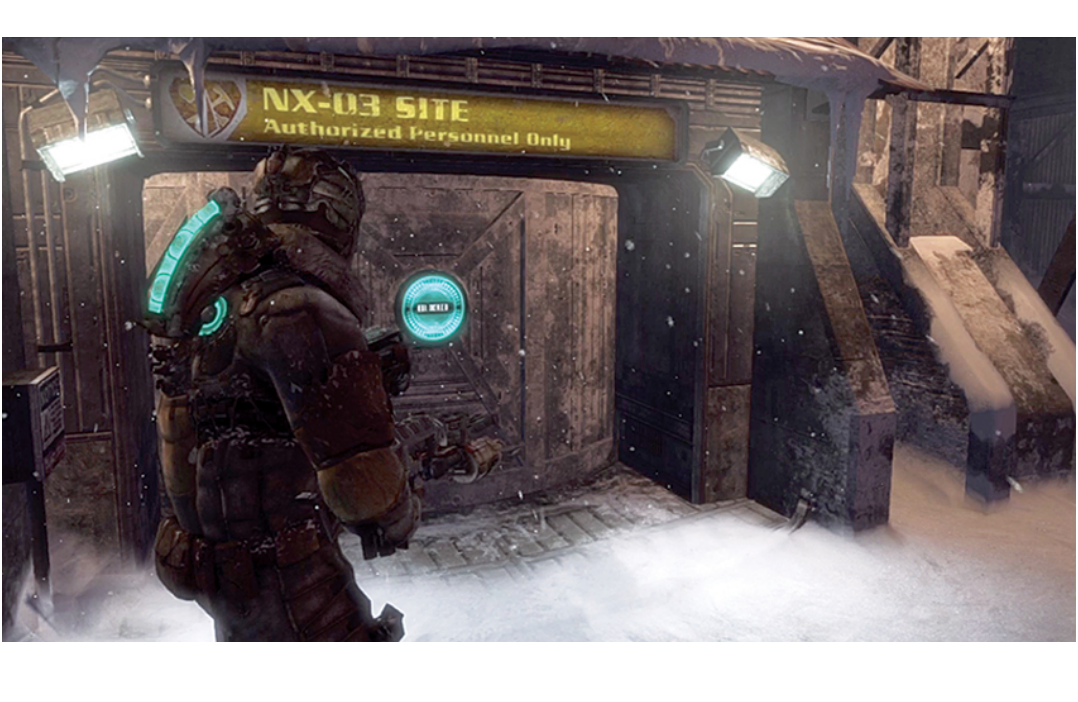
//S.C.A.F. Artifact 14

PERSONAL LOG: Pvt Edmund Varley

With great effort, our dig team trekked to the coordinates Dr. Serrano had given us. The blizzard was relentless. To keep from getting lost, we chained the MU90s together into a sort of wagon train. We struggled like this for the better part of a day, wondering if we would ever see our warm bunks again.

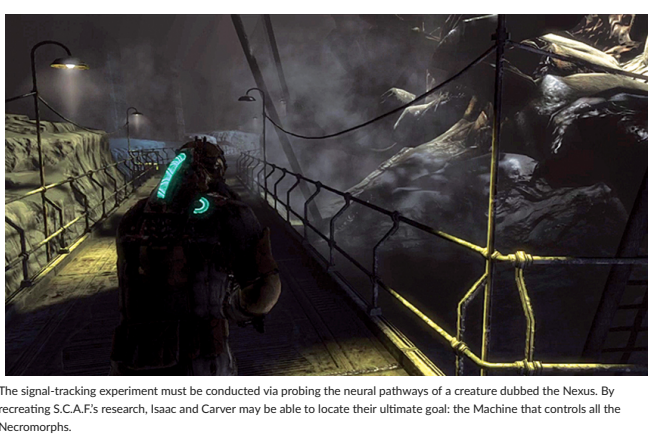
Then, without warning, the storm lifted and we saw them. They towered like gods with a twisted Olympus rising behind.

Before I knew what was happening, I had fallen to my knees and was weeping uncontrollably, overwhelmed by my utter insignificance.



Walkthrough

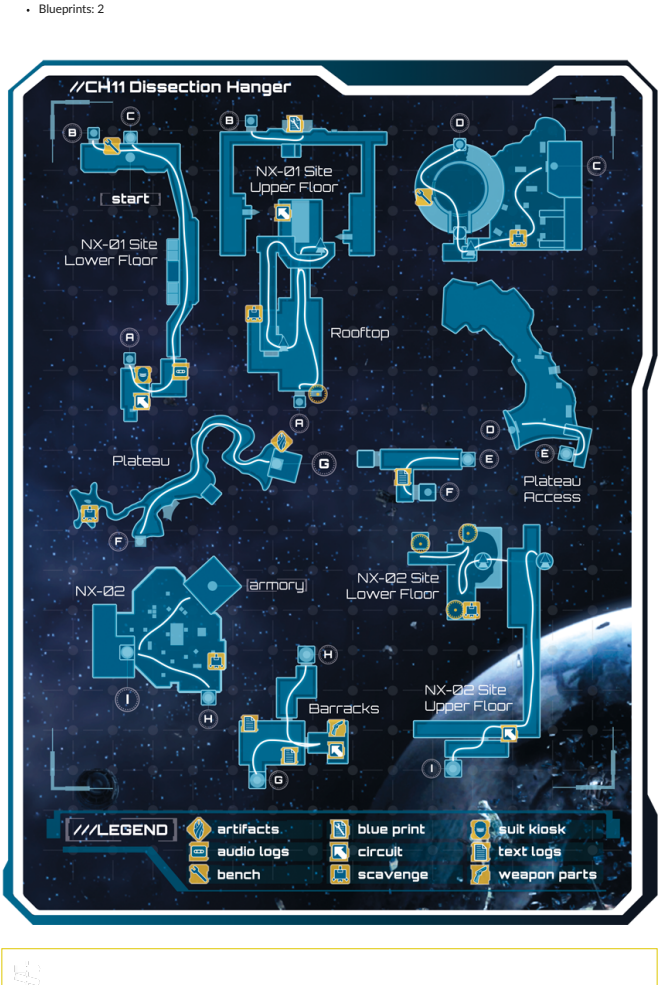
Chapter 11 “Signal Hunting”



The signal-tracking experiment must be conducted via probing the neural pathways of a creature dubbed the Nexus. By recreating S.C.A.F.'s research, Isaac and Carver may be able to locate their ultimate goal: the Machine that controls all the Necromorphs.

Level Stats

- Total Artifacts: 4
- EarthGov Artifact: 1
- Unitology Artifacts: 3
- Total Logs: 10
- Audio Logs: 6
- Text Logs: 4
- Circuits: 10
- Weapon Parts: 9
- Optional Quest: 2
- Blueprints: 2



Click here for interactive maps

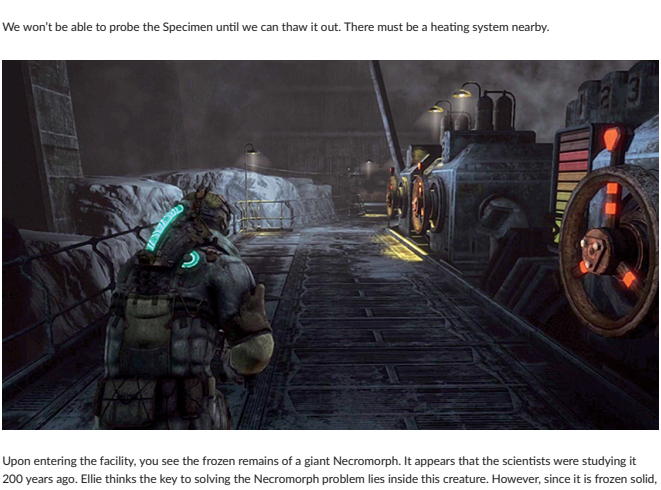
Tau Volantis Specimen Facility

Probe the Specimen for Information

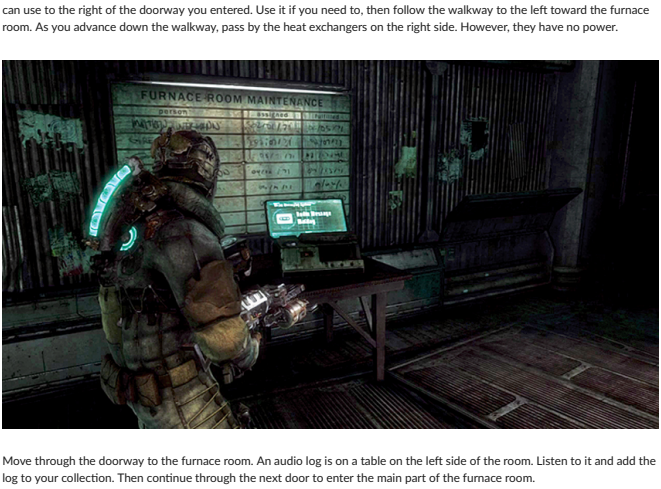
This planet just keeps getting weirder. The S.C.A.F. experiment that we need to recreate—the one that will point us to the “Machine”—is some kind of autopsy on a giant, frozen creature. Apparently, its neural pathways are tuned to the Machine's location. Probing its neural network for information will show us where to go next.

Reactivate the Heating System

We won't be able to probe the Specimen until we can thaw it out. There must be a heating system nearby.



Upon entering the facility, you see the frozen remains of a giant Necromorph. It appears that the scientists were studying it 200 years ago. Ellie thinks the key to solving the Necromorph problem lies inside this creature. However, since it is frozen solid, you need to find a way to thaw it out. You need to start up the furnace and heat up the Specimen. There is a workbench you can use to the right of the doorway you entered. Use it if you need to, then follow the walkway to the left toward the furnace room. As you advance down the walkway, pass by the heat exchangers on the right side. However, they have no power.

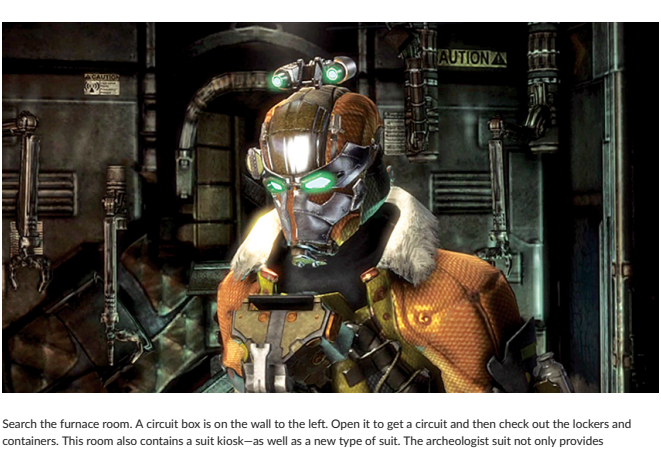


Move through the doorway to the furnace room. An audio log is on a table on the left side of the room. Listen to it and add the log to your collection. Then continue through the next door to enter the main part of the furnace room.

//Audio Log: “Serrano Discusses Facility One”

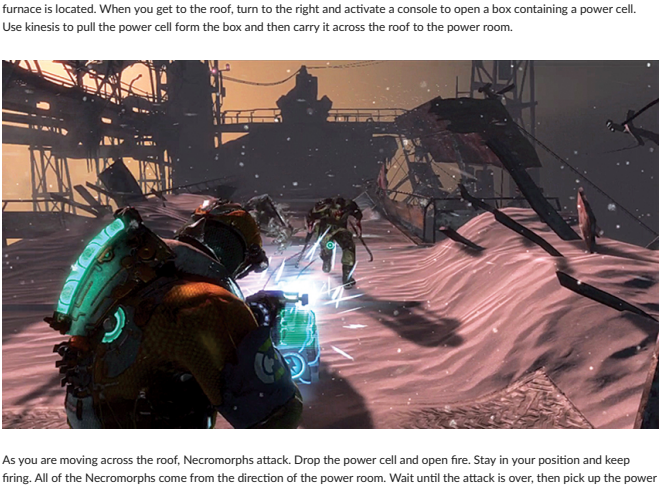
Personal Log: Dr. Earl Serrano

The Nexus experiment is ... well, it's incredible! We have discovered two nearly pristine Specimens and crews are working around the clock to uncover them. We're learning so much about how these “Necromorphs” communicated. The whole species seems to have been connected by some telepathic signal—from the lowliest foot soldier, to the mightiest Specimens! But where is the signal coming from? That is what I intend to find out.

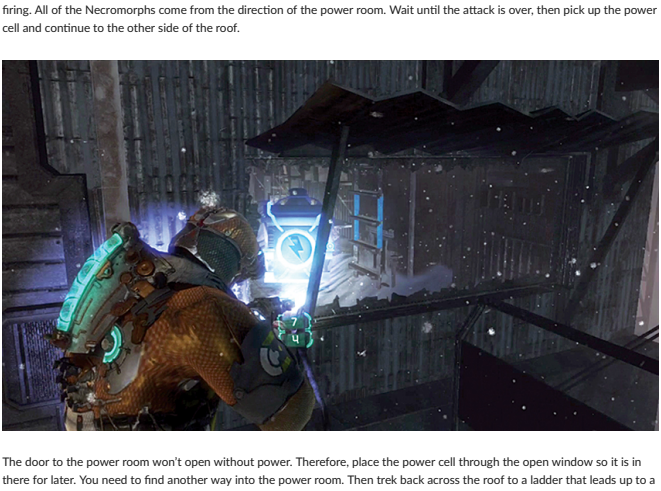


Search the furnace room. A circuit box is on the wall to the left. Open it to get a circuit and then check out the lockers and containers. This room also contains a suit kiosk—as well as a new type of suit. The archeologist suit not only provides protection from the cold, it is also woven with puncture-resistant microfibers that help protect you against attacks.

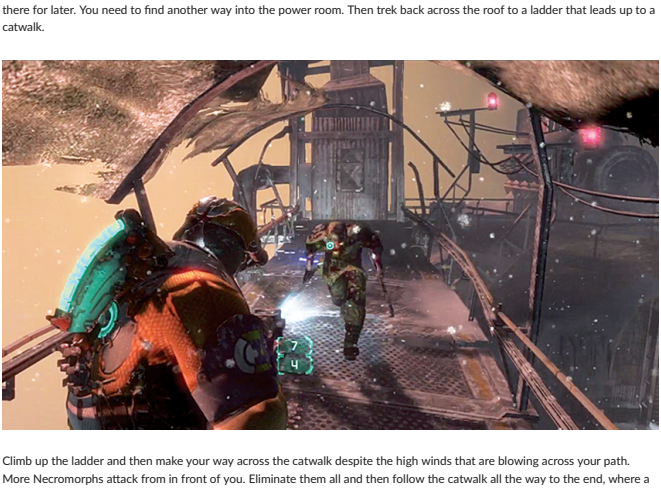
Now that you are outfitted, walk over to the cargo lift and ride it up to the roof of the facility, where the generator for the furnace is located. When you get to the roof, turn to the right and activate a console to open a box containing a power cell. Use kinesis to pull the power cell form the box and then carry it across the roof to the power room.



As you are moving across the roof, Necromorphs attack. Drop the power cell and open fire. Stay in your position and keep firing. All of the Necromorphs come from the direction of the power room. Wait until the attack is over, then pick up the power cell and continue to the other side of the roof.

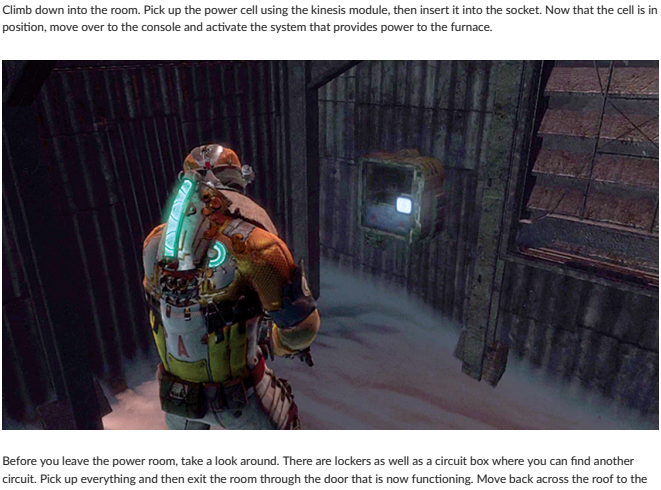


The door to the power room won't open without power. Therefore, place the power cell through the open window so it is in there for later. You need to find another way into the power room. Then trek back across the roof to a ladder that leads up to a catwalk.



Climb up the ladder and then make your way across the catwalk despite the high winds that are blowing across your path. More Necromorphs attack from in front of you. Eliminate them all and then follow the catwalk all the way to the end, where a ladder leads down into the power room.

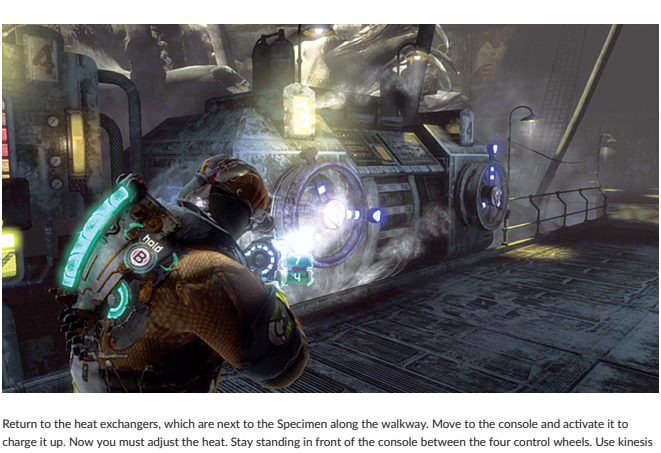
Climb down into the room. Pick up the power cell using the kinesis module, then insert it into the socket. Now that the cell is in position, move over to the console and activate the system that provides power to the furnace.



Before you leave the power room, take a look around. There are lockers as well as a circuit box where you can find another circuit. Pick up everything and then exit the room through the door that is now functioning. Move back across the roof to the cargo lift and ride it down to the furnace room.

Adjust the Heaters

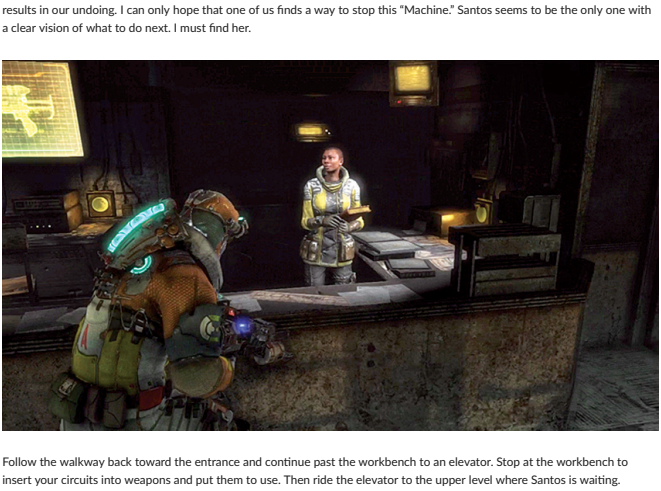
After 200 years, it's amazing this heating system works at all. But the valves that manipulate the thermal flow to the Specimen will need to be adjusted before we can thaw it out.



Return to the heat exchangers, which are next to the Specimen along the walkway. Move to the console and activate it to charge it up. Now you must adjust the heat. Stay standing in front of the console between the four control wheels. Use kinesis to turn the wheel with the lighted number above it. After turning the wheel, another number lights up. Turn that wheel with kinesis. Keep doing this until the heaters are working at 100 percent. Then activate the console again to begin the thawing process.

Rendezvous with Santos

This mission may kill us all. If not Danik's forces, or the Necromorphs, it may be the mutual mistrust among this crew that results in our undoing. I can only hope that one of us finds a way to stop this “Machine.” Santos seems to be the only one with a clear vision of what to do next. I must find her.



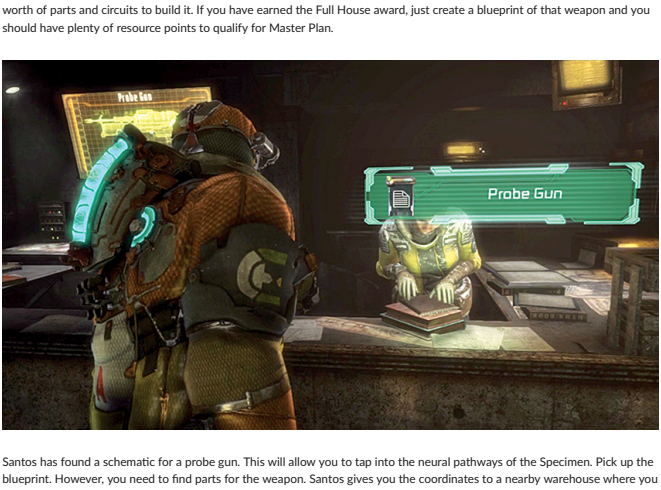
Follow the walkway back toward the entrance and continue past the workbench to an elevator. Stop at the workbench to insert your circuits into weapons and put them to use. Then ride the elevator to the upper level where Santos is waiting.

Full House

By this time in the game, you should have enough parts and resources to earn this award. You must craft a weapon from scratch that includes two tools, two tips, and two attachments with all of the circuit slots filled.

Master Plan

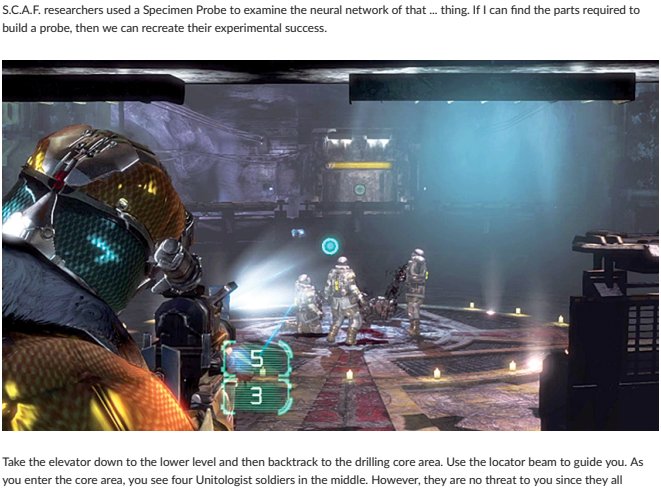
After crafting a new weapon, create a blueprint of it. To earn this award, the weapon must have a least 2,000 resource points worth of parts and circuits to build it. If you have earned the Full House award, just create a blueprint of that weapon and you should have plenty of resource points to qualify for Master Plan.



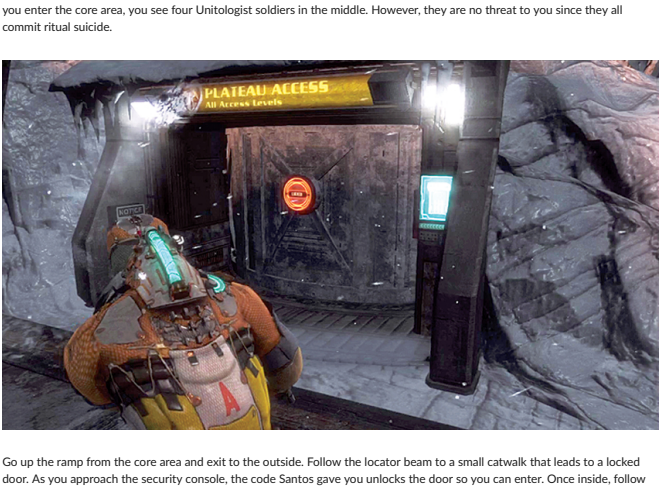
Santos has found a schematic for a probe gun. This will allow you to tap into the neural pathways of the Specimen. Pick up the blueprint. However, you need to find parts for the weapon. Santos gives you the coordinates to a nearby warehouse where you can get the parts you need to craft the probe gun. She also gives you the key code you need to get into the warehouse.

Collect the Three Probe Components

S.C.A.F. researchers used a Specimen Probe to examine the neural network of that ... thing. If I can find the parts required to build a probe, then we can recreate their experimental success.



Take the elevator down to the lower level and then backtrack to the drilling core area. Use the locator beam to guide you. As you enter the core area, you see four Unitologist soldiers in the middle. However, they are no threat to you since they all commit ritual suicide.



Go up the ramp from the core area and exit to the outside. Follow the locator beam to a small catwalk that leads to a locked door. As you approach the security console, the code Santos gave you unlocks the door so you can enter. Once inside, follow the corridor around a corner to the left and pick up a text log before taking an elevator up to the plateau.

//Text Log: “Instability”

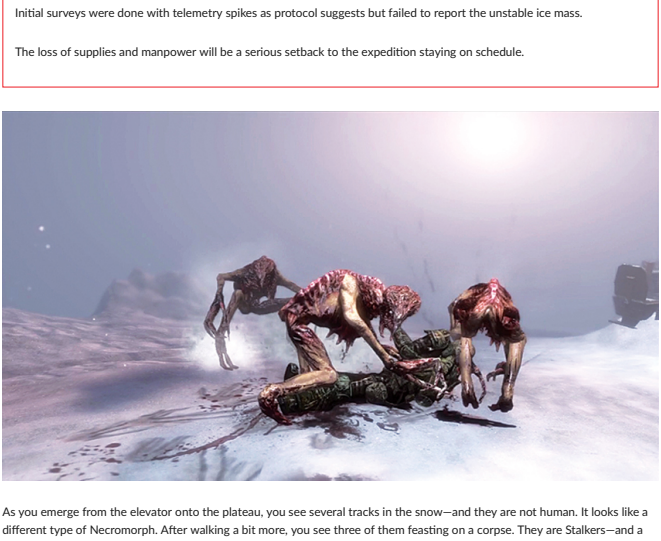
SCAF-TVA-30915 PROGRESS REPORT

FROM: SFC Lumley
TO: Gen S. Mahad

Major setback in expanding Facility One today. Glacier collapse took 23 men, 2 tractors, and 3 unfinished buildings.

Initial surveys were done with telemetry spikes as protocol suggests but failed to report the unstable ice mass.

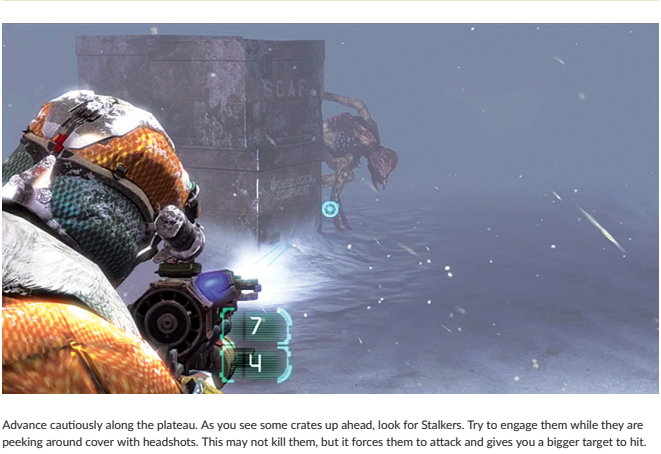
The loss of supplies and manpower will be a serious setback to the expedition staying on schedule.



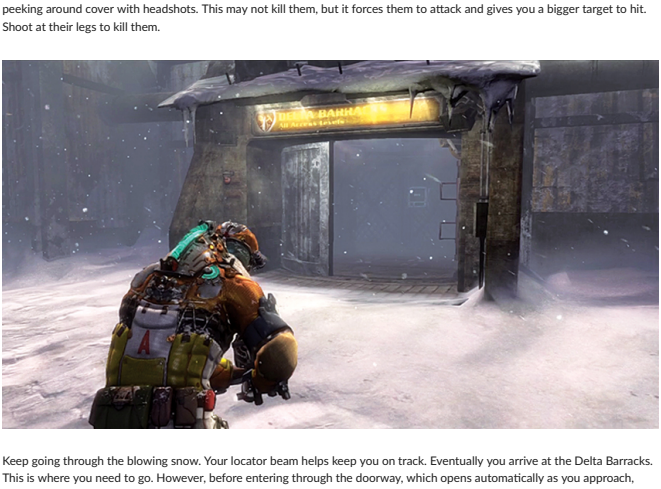
As you emerge from the elevator onto the plateau, you see several tracks in the snow—and they are not human. It looks like a different type of Necromorph. After walking a bit more, you see three of them feasting on a corpse. They are Stalkers—and a lot of trouble.

ISAAC'S LOG

I remember Stalkers from the Sprawl. These Necromorphs are intelligent. They don't just rush at you. Instead, they use tactics. Stalkers take cover behind objects and then try to attack from your flanks or when you are not facing in their direction. When they attack, they move quickly. I found it easier to try to kill them while they were hiding. A shot to the head either killed them or forced them to attack. I also learned that when there is one Stalker, there are more. Be sure that when you are attacking one, you stay alert because another is probably coming at you from a different direction.



Advance cautiously along the plateau. As you see some crates up ahead, look for Stalkers. Try to engage them while they are peeking around cover with headshots. This may not kill them, but it forces them to attack and gives you a bigger target to hit. Shoot at their legs to kill them.



Keep going through the blowing snow. Your locator beam helps keep you on track. Eventually you arrive at the Delta Barracks. This is where you need to go. However, before entering through the doorway, which opens automatically as you approach, check to the left side of the door to find an artifact.

//Unitology Artifact 2

Daily Reflections: Jacob Danik

Many of the faithful have come to me, their beliefs shaken by the horrors they've seen at the liberated Marker test sites. “How can we continue to believe in the Markers when they bring so much pain and suffering,” they ask.

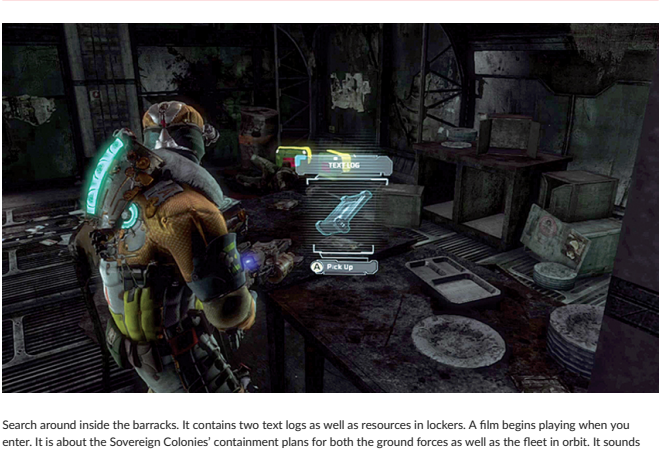
And who is it that made these aberrations—these copies, I ask them.

It is man.

Markers are as much a part of nature as were trees and blue sky and pristine oceans yet we destroyed those, too.

But nature has a way of righting itself if we are respectful. It is only by undoing the work of man that the Markers' true plan can blossom.

And right now, only one man stands in our way of doing that: Isaac Clarke. If this place is indeed the birthplace of the Markers, it is vitally important that we stop him from ruining our very salvation.



Search around inside the barracks. It contains two text logs as well as resources in lockers. A film begins playing when you enter. It is about the Sovereign Colonies' containment plans for both the ground forces as well as the fleet in orbit. It sounds like something got way out of hand and all of the soldiers and scientists self-terminated to prevent the spread of the Necromorphs.

//Text Log: “All Hands Memo”

SCAF-AHC-30904

FROM: Gen Spencer Mahad

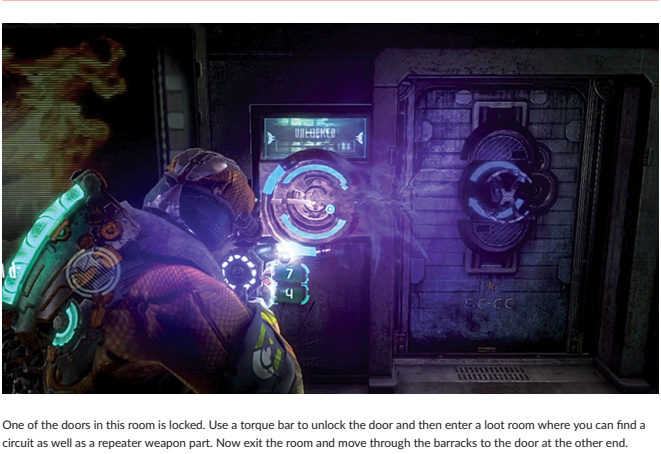
Attention all hands: Scenario Five has been declared. All flights are grounded. Do not attempt to contact the fleet. Report to your superior officer for orders. 100% Compliance is required. This is not a drill.

God save the colonies.

//Text Log: “Mess Hall Crew Log”

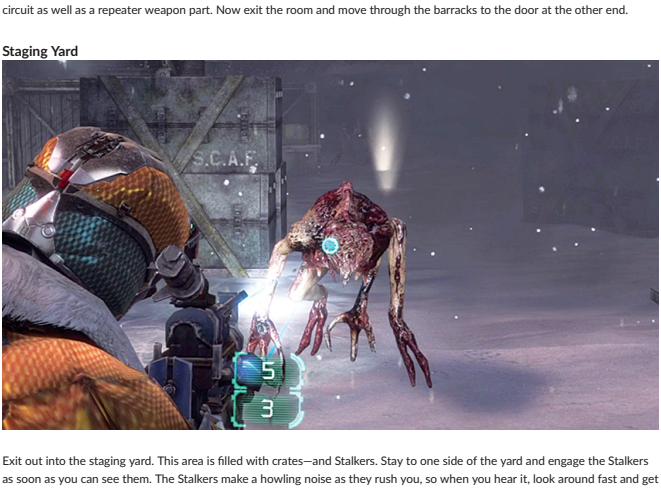
Text Log: “Mess Hall Crew Log”

Went to the armory to requisition a pistol and one bullet for each soldier—shaking like a leaf. The supply chief filled the order and asked if I wanted a receipt. We both laughed. As we shared a final smoke, he told me about his family back home and his vacation plans for when he returned. Then he unzipped a body bag and asked if I wouldn't mind spotting for him. He apologized for being a heavy fellow and said, if I could, his body should be taken below like the rest. I hesitated at first. But he calmly sat down in the sack like it was a sleeping bag, said a quick prayer, and then—he offed himself. Once his remains had been tended to, I gathered my order and noticed the jitters had gone. I guess I'm not afraid to die anymore. In fact, I'm looking forward to it.

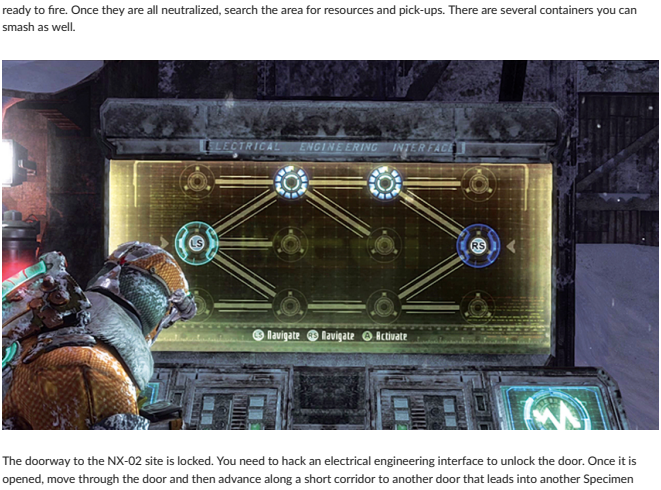


One of the doors in this room is locked. Use a torque bar to unlock the door and then enter a loot room where you can find a circuit as well as a repeater weapon part. Now exit the room and move through the barracks to the door at the other end.

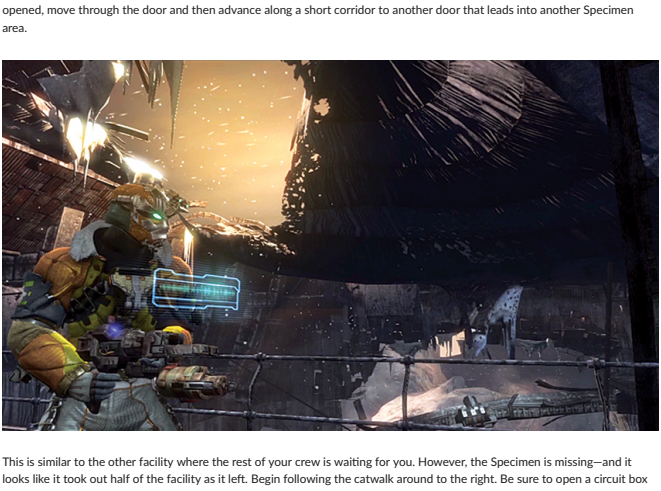
Staging Yard



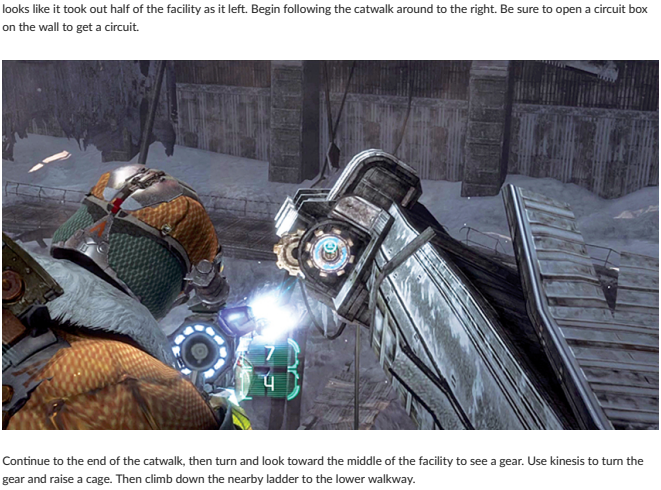
Exit out into the staging yard. This area is filled with crates—and Stalkers. Stay to one side of the yard and engage the Stalkers as soon as you can see them. The Stalkers make a howling noise as they rush you, so when you hear it, look around fast and get ready to fire. Once they are all neutralized, search the area for resources and pick-ups. There are several containers you can smash as well.



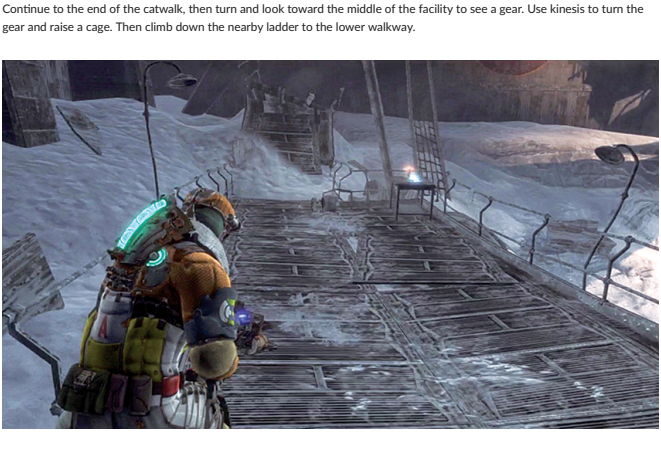
The doorway to the NX-02 site is locked. You need to hack an electrical engineering interface to unlock the door. Once it is opened, move through the door and then advance along a short corridor to another door that leads into another Specimen area.



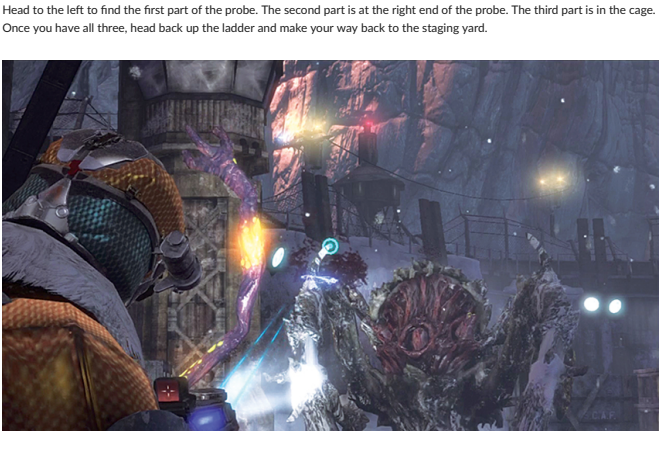
This is similar to the other facility where the rest of your crew is waiting for you. However, the Specimen is missing—and it looks like it took out half of the facility as it left. Begin following the catwalk around to the right. Be sure to open a circuit box on the wall to get a circuit.

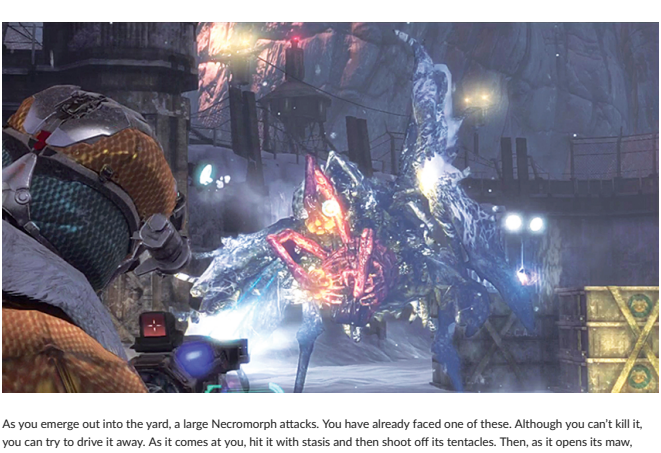


Continue to the end of the catwalk, then turn and look toward the middle of the facility to see a gear. Use kinesis to turn the gear and raise a cage. Then climb down the nearby ladder to the lower walkway.



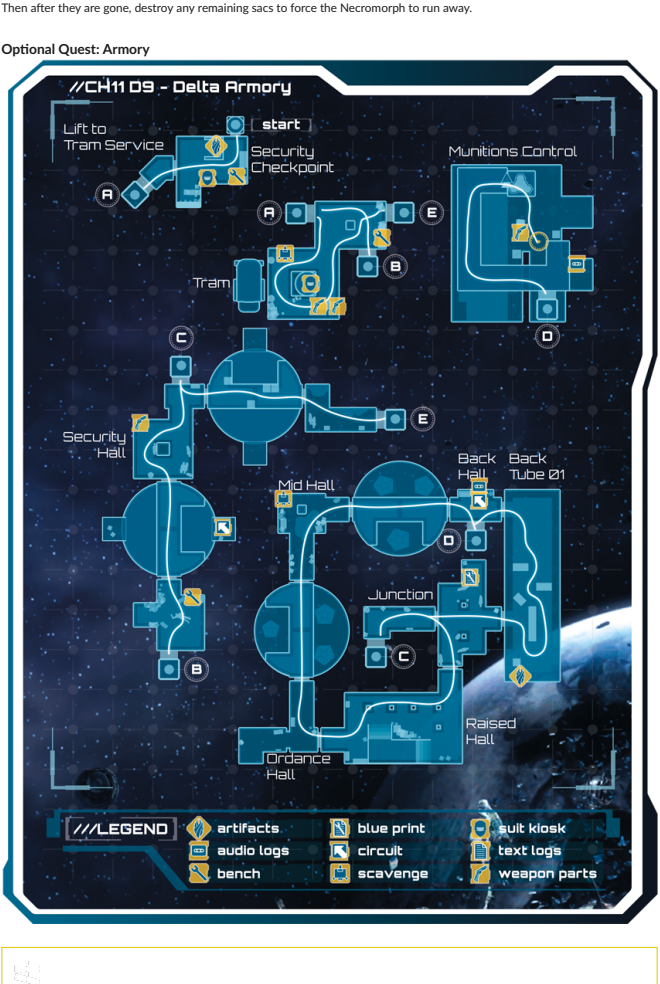
Head to the left to find the first part of the probe. The second part is at the right end of the probe. The third part is in the cage. Once you have all three, head back up the ladder and make your way back to the staging yard.





As you emerge out into the yard, a large Necromorph attacks. You have already faced one of these. Although you can't kill it, you can try to drive it away. As it comes at you, hit it with stasis and then shoot off its tentacles. Then, as it opens its maw, shoot the orange sacs that appear. If you don't get all three, it begins its attack again and you have to shoot off the tentacles. Then after they are gone, destroy any remaining sacs to force the Necromorph to run away.

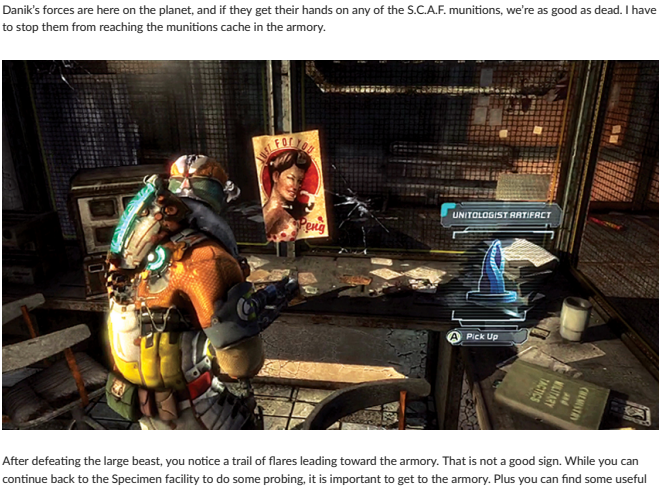
Optional Quest: Armory



Click here for interactive maps

Protect the Armory Munitions Cache

Danik's forces are here on the planet, and if they get their hands on any of the S.C.A.F. munitions, we're as good as dead. I have to stop them from reaching the munitions cache in the armory.



After defeating the large beast, you notice a trail of flares leading toward the armory. That is not a good sign. While you can continue back to the Specimen facility to do some probing, it is important to get to the armory. Plus you can find some useful items there. Go through the door to a security checkpoint. A workbench and a suit kiosk are here. If you use the workbench, you can craft the probe gun. However, before you leave, make sure you put the gun into the safe. Otherwise, you will be carrying the probe gun as one of your weapons. Search this area to find an artifact in the office. Once you have completed your search, follow the flares to an elevator leading to the armory.

//Unitology Artifact 3

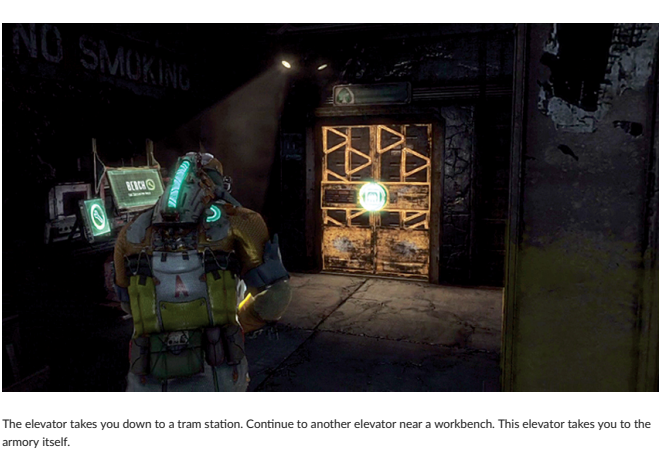
Daily Reflections: Jacob Danik

Do not tremble at the challenges that yet lie ahead, for you are not alone. We are millions strong and our belief in the Markers is unshakable.

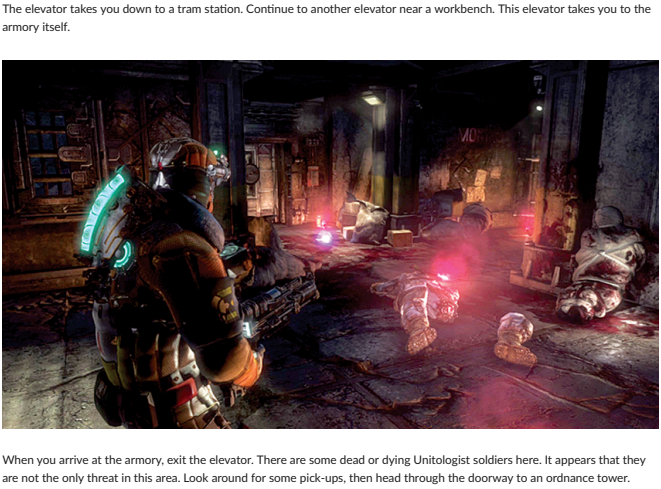
We have overcome oppression to become one of the most widely practiced religions in the galaxy. With the Church's fortunes we built an army, and with it we have overthrown EarthGov.

In the end, Isaac Clarke will be found, the stain on the Markers will be lifted, and Convergence will come.

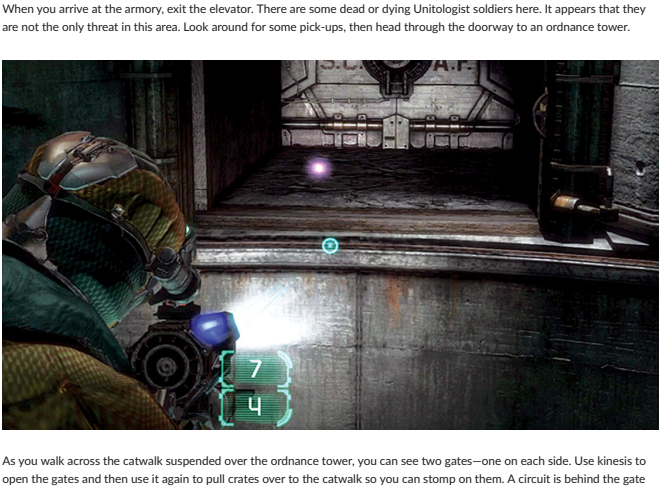
Remain vigilant. The end is near.



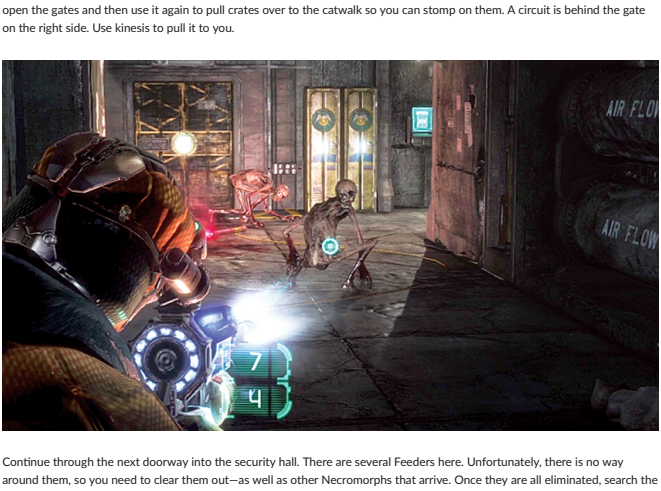
The elevator takes you down to a tram station. Continue to another elevator near a workbench. This elevator takes you to the armory itself.



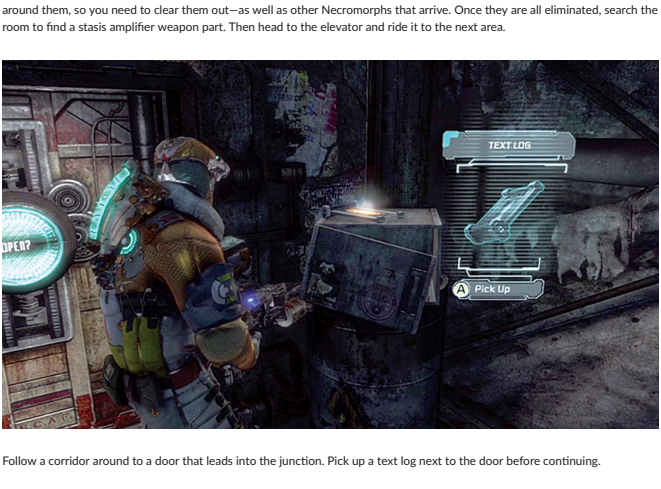
When you arrive at the armory, exit the elevator. There are some dead or dying Unitologist soldiers here. It appears that they are not the only threat in this area. Look around for some pick-ups, then head through the doorway to an ordnance tower.



As you walk across the catwalk suspended over the ordnance tower, you can see two gates—one on each side. Use kinesis to open the gates and then use it again to pull crates over to the catwalk so you can stomp on them. A circuit is behind the gate on the right side. Use kinesis to pull it to you.



Continue through the next doorway into the security hall. There are several Feeders here. Unfortunately, there is no way around them, so you need to clear them out—as well as other Necromorphs that arrive. Once they are all eliminated, search the room to find a stasis amplifier weapon part. Then head to the elevator and ride it to the next area.



Follow a corridor around to a door that leads into the junction. Pick up a text log next to the door before continuing.

//Text Log: “Strangeness in the Tubes”

SCAF-ISC-31024 CIV-EXC-090

Personal Log: De. Earl Serrano

Some of the artifacts we brought up for examination were covered in what I can only describe as fossilized carbuncles.

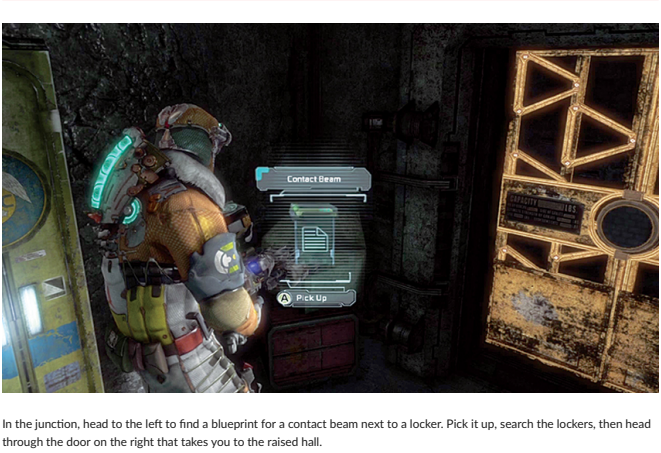
We thought they were inert, having been dead for potentially millions of years.

But while they were in anti-grav transit, some of the growths broke off. When crews went back to retrieve them, they discovered several large pods affixed to the walls, presumably incubating something within.

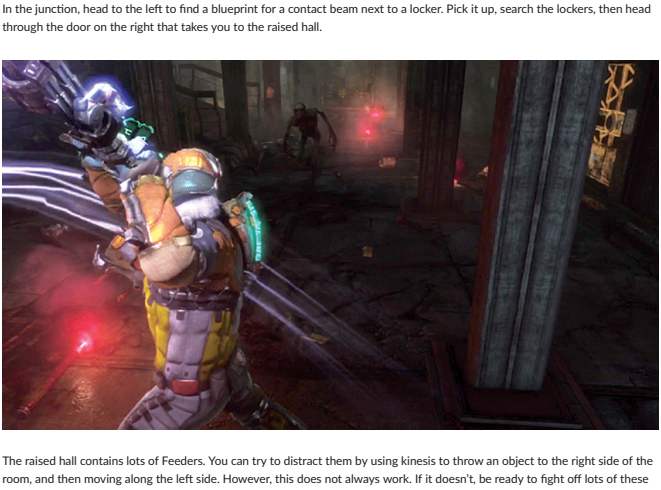
When approached, they cracked open and what spilled out was—horrifying. We lost several of our crew that day.

The creatures have since been shut up in the transit shaft until we can examine them.

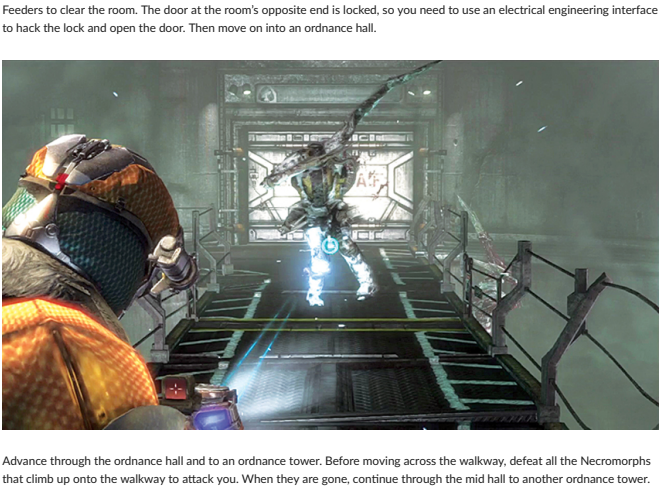
The other shaft has been fitted with tripwire devices to deter any others that may have escaped our notice.



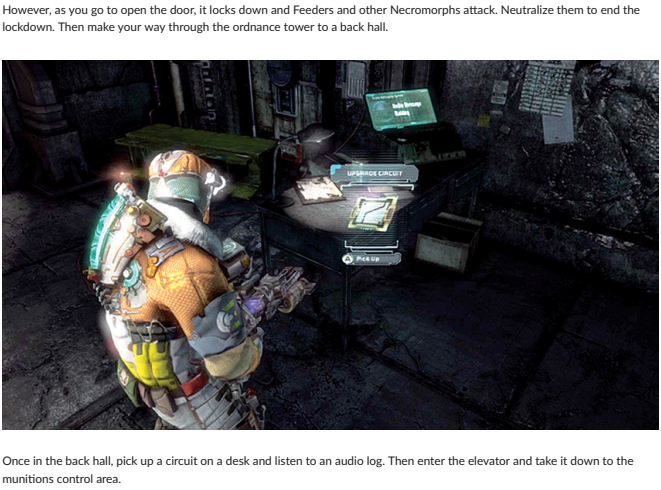
In the junction, head to the left to find a blueprint for a contact beam next to a locker. Pick it up, search the lockers, then head through the door on the right that takes you to the raised hall.



The raised hall contains lots of Feeders. You can try to distract them by using kinesis to throw an object to the right side of the room, and then moving along the left side. However, this does not always work. If it doesn't, be ready to fight off lots of these Feeders to clear the room. The door at the room's opposite end is locked, so you need to use an electrical engineering interface to hack the lock and open the door. Then move on into an ordnance hall.



Advance through the ordnance hall and to an ordnance tower. Before moving across the walkway, defeat all the Necromorphs that climb up onto the walkway to attack you. When they are gone, continue through the mid hall to another ordnance tower. However, as you go to open the door, it locks down and Feeders and other Necromorphs attack. Neutralize them to end the lockdown. Then make your way through the ordnance tower to a back hall.



Once in the back hall, pick up a circuit on a desk and listen to an audio log. Then enter the elevator and take it down to the munitions control area.

//Audio Log: “Munitions Request”

I want all of them! Every last bullet, private!

I'm sorry, General Mahad, sir, but without the munitions key—

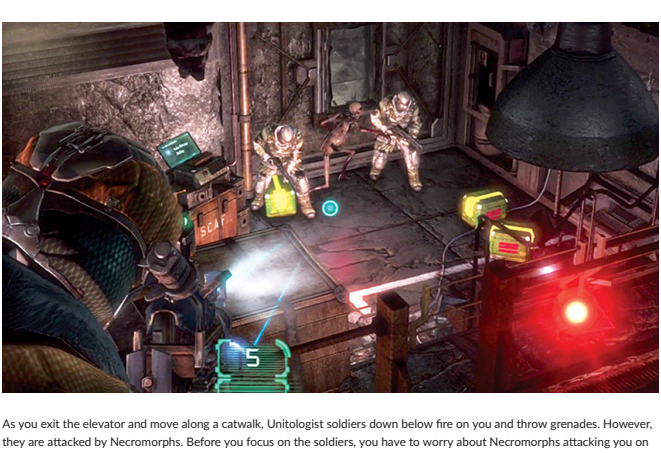
What's your name, son?

Uh, Kaufmann, sir! P-pri-private Tim Kaufmann, sir!

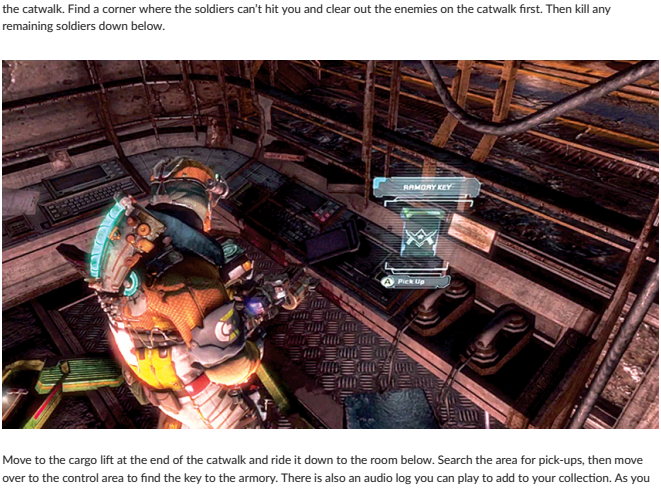
Do you like potatoes, Tim?

Y-yes, sir. I ... I ...I guess so, sir.

Good. Because if you don't find the goddamn key and have those munitions on a train by sundown, you'll be peeling goddamn potatoes for the rest of your goddamn miserable excuse for a military career!



As you exit the elevator and move along a catwalk, Unitologist soldiers down below fire on you and throw grenades. However, they are attacked by Necromorphs. Before you focus on the soldiers, you have to worry about Necromorphs attacking you on the catwalk. Find a corner where the soldiers can't hit you and clear out the enemies on the catwalk first. Then kill any remaining soldiers down below.



Move to the cargo lift at the end of the catwalk and ride it down to the room below. Search the area for pick-ups, then move over to the control area to find the key to the armory. There is also an audio log you can play to add to your collection. As you are playing the log, watch out for more Necromorphs that move into the room to attack.

//Audio Log: “Train Shipment”

The general's order has been filled, Sergeant Weber, sir. Can you sign for it? Sir?

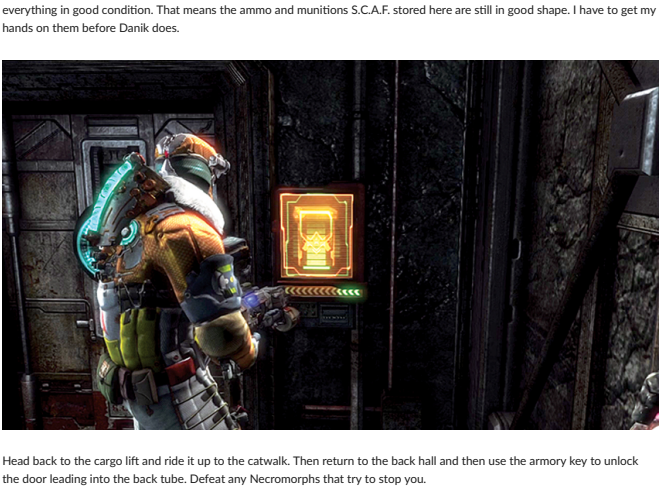
You serious? Boy, don't you know what's going on?

N-no, sir.

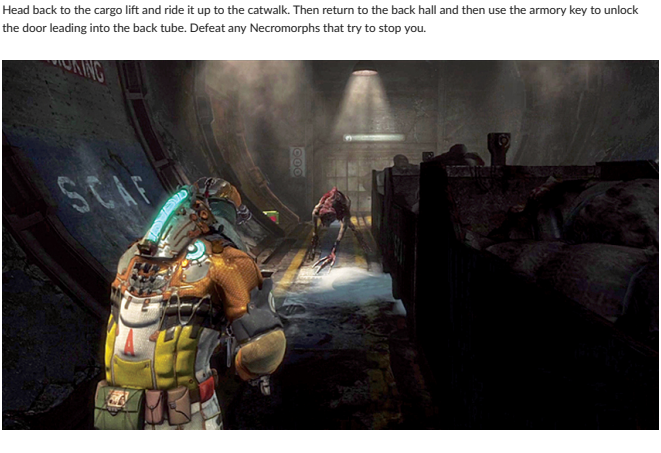
Forget it. Just get it loaded onto the train. You'll find out soon enough.

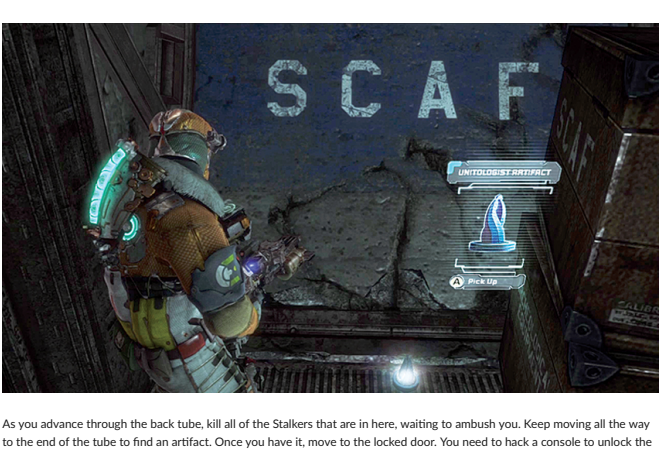
Collect the Munitions Cache

This armory has been abandoned for over two centuries, but it seems like the storage and containment systems have kept everything in good condition. That means the ammo and munitions S.C.A.F. stored here are still in good shape. I have to get my hands on them before Danik does.



Head back to the cargo lift and ride it up to the catwalk. Then return to the back hall and then use the armory key to unlock the door leading into the back tube. Defeat any Necromorphs that try to stop you.





As you advance through the back tube, kill all of the Stalkers that are in here, waiting to ambush you. Keep moving all the way to the end of the tube to find an artifact. Once you have it, move to the locked door. You need to hack a console to unlock the door. Once it is open, you find yourself in the junction once again. Move across this room and to the elevator, which takes you to an upper level. However, before you can get through the door to the elevator, you have to eliminate several Necromorphs that rush into the junction.

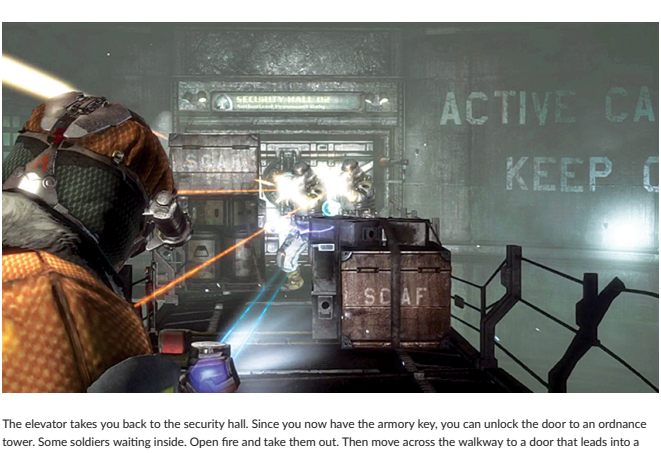
//Unitologist Artifact 4

Thought Diary: Initiate Charles LaFayette
DAY 35

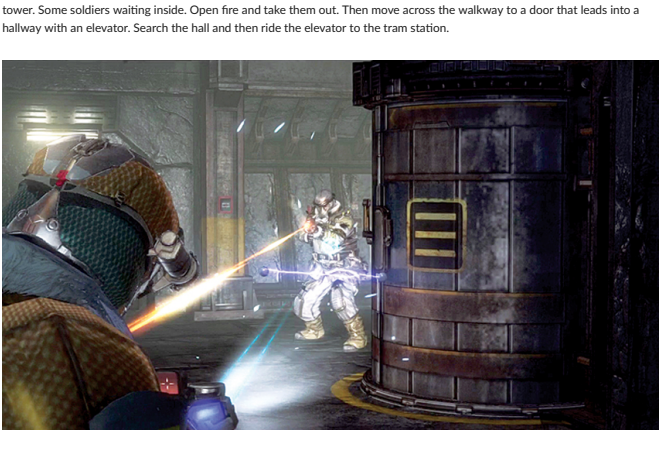
As I documented earlier in my Thought Diary, the events on New Horizons Lunar Colony left my faith shaken. Fortunately, Rick, my spiritual counsellor, had been monitoring my diary and pulled me aside for a pep talk.

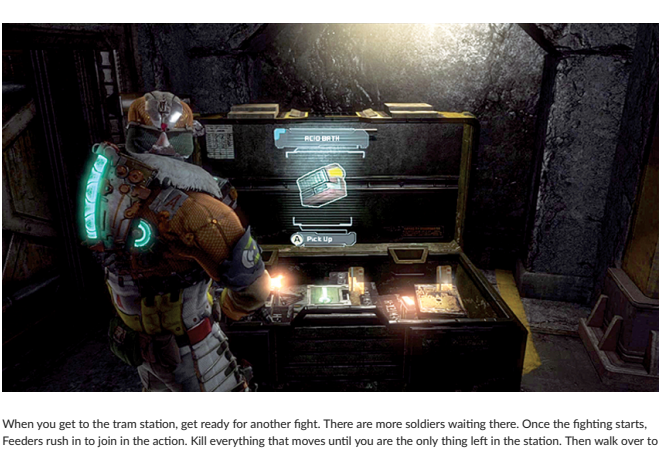
He explained to me that what we're doing is a painful but necessary step toward saving the human race from a path of destruction. The deaths, he said, shouldn't bother me. If we do our job and bring about true Convergence, all those who have died will join us and we will transcend the pain and our baser human frailties to become something better, purer, whole.

As I sit here, freezing my butt off in a centuries-old bunker on an alien world, those words bring me comfort. Who knows? Maybe I'll be the one to kill Clarke. And if I do, will there be a special place for me when Convergence comes? Preferably a special place with a heater.



The elevator takes you back to the security hall. Since you now have the armory key, you can unlock the door to an ordnance tower. Some soldiers waiting inside. Open fire and take them out. Then move across the walkway to a door that leads into a hallway with an elevator. Search the hall and then ride the elevator to the tram station.

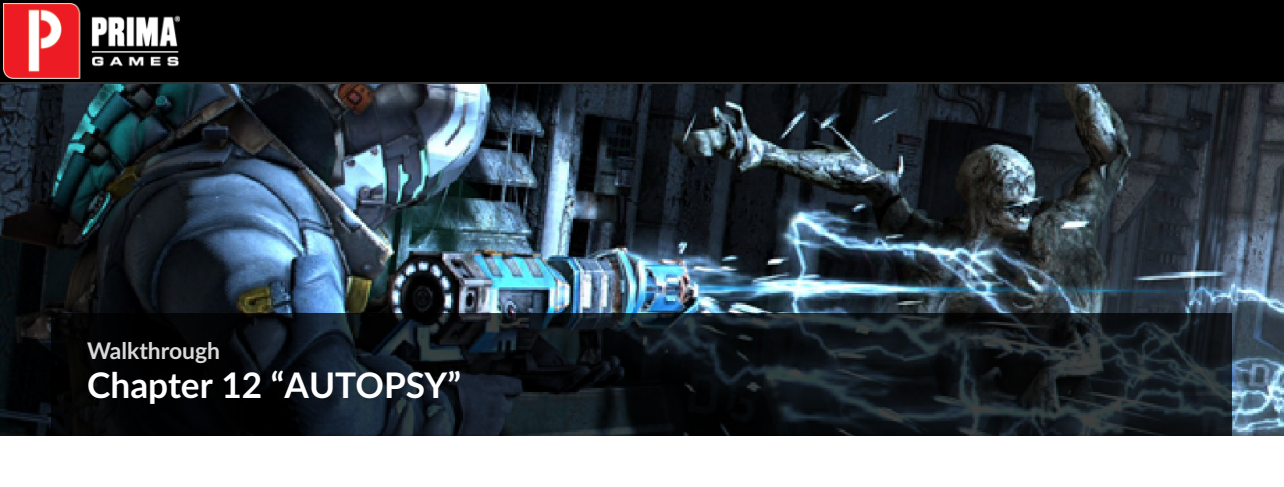




When you get to the tram station, get ready for another fight. There are more soldiers waiting there. Once the fighting starts, Feeders rush in to join in the action. Kill everything that moves until you are the only thing left in the station. Then walk over to the munitions cache and open it. Collect an acid bath weapon part, a couple of spare parts boxes, and some other items. Now that you have completed this optional quest, follow the locator beam back to the Specimen facility to continue your mission. Necromorphs attack you along the way. You can choose to fight them or just keep running to get away from them.

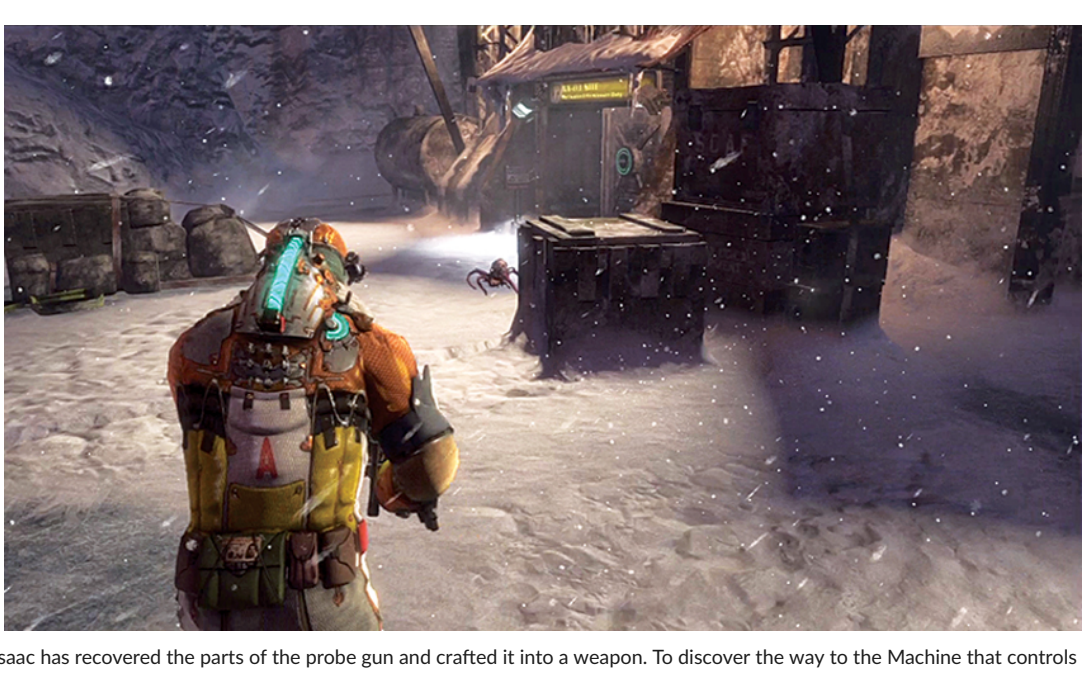
ISAAC'S LOG

I noticed that the tram station was similar to the one at the supply depot. Therefore, I climbed into the tram and it allowed me to travel back to the supply depot. Once there, I searched it again and found several weapon parts, circuits, a blueprint, and even an artifact. Then I rode the tram back to the armory so I could continue to my next objective.



Walkthrough

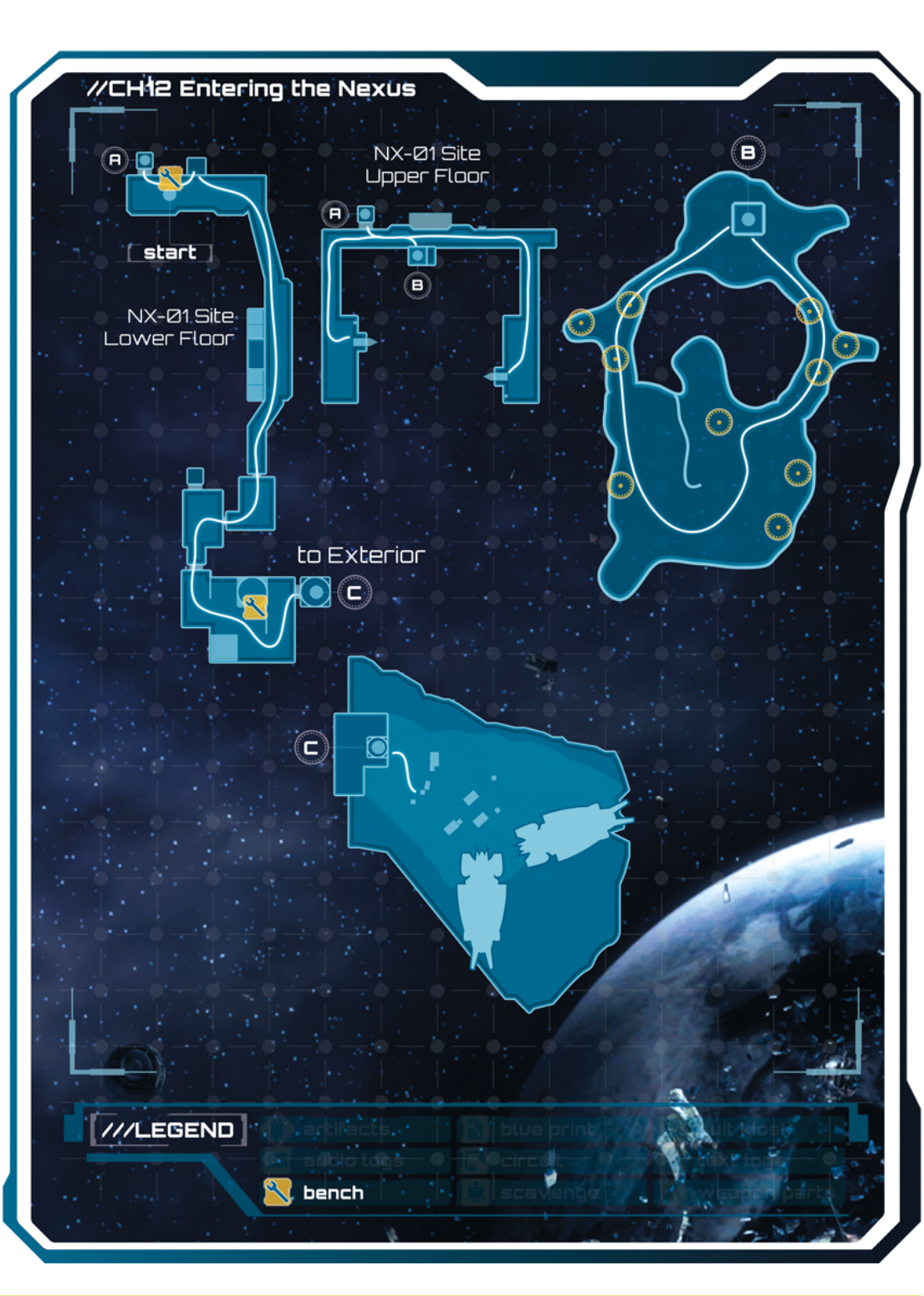
Chapter 12 “AUTOPSY”



Isaac has recovered the parts of the probe gun and crafted it into a weapon. To discover the way to the Machine that controls all of the Necromorphs, he must enter the Specimen and map out its neural pathways.

Level Stats

- None

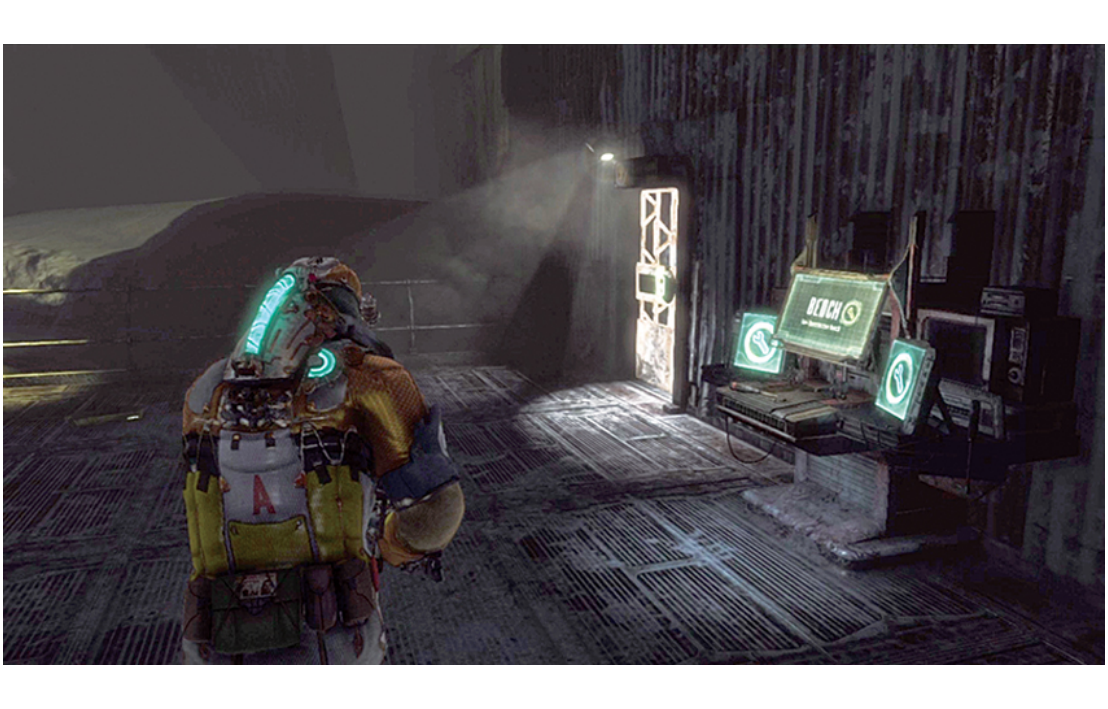


Click here for interactive maps

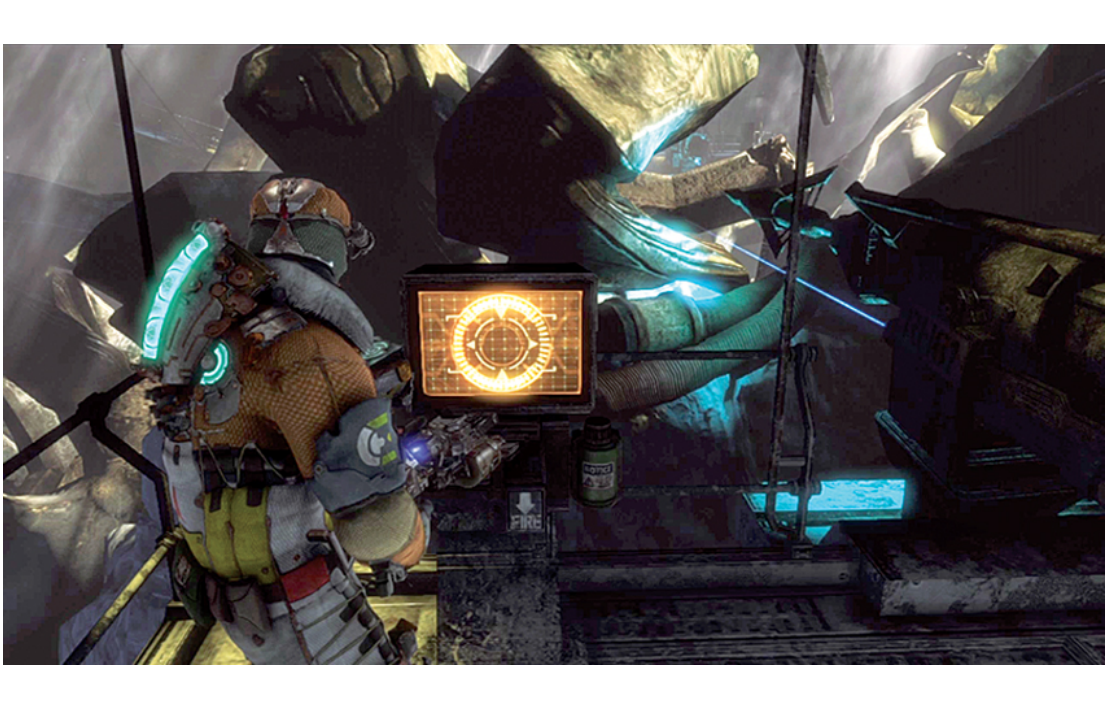
Tau Volantis Specimen Facility

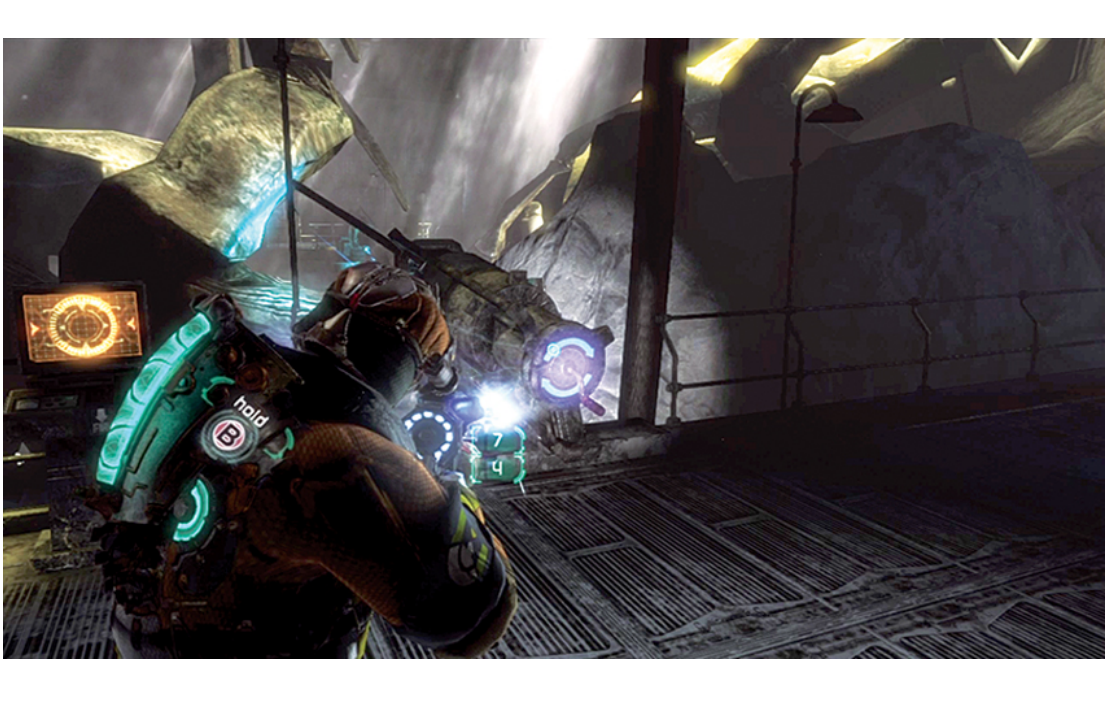
Build and Equip the Specimen Probe, and Return to the Specimen Building

If Santos is right, the neural pathways of this Specimen will show us the way to the “Machine.” But according to S.C.A.F. research logs, the only way to tap into this information is via a Specimen Probe. I already found the parts I need to build one of these probes in an abandoned excavation site nearby.



When you return to the Specimen facility, visit the workbench and get the probe gun. Be sure to bring along a weapon that is capable of killing Necromorphs. You never know what to expect. Now take the elevator up to the higher catwalks.

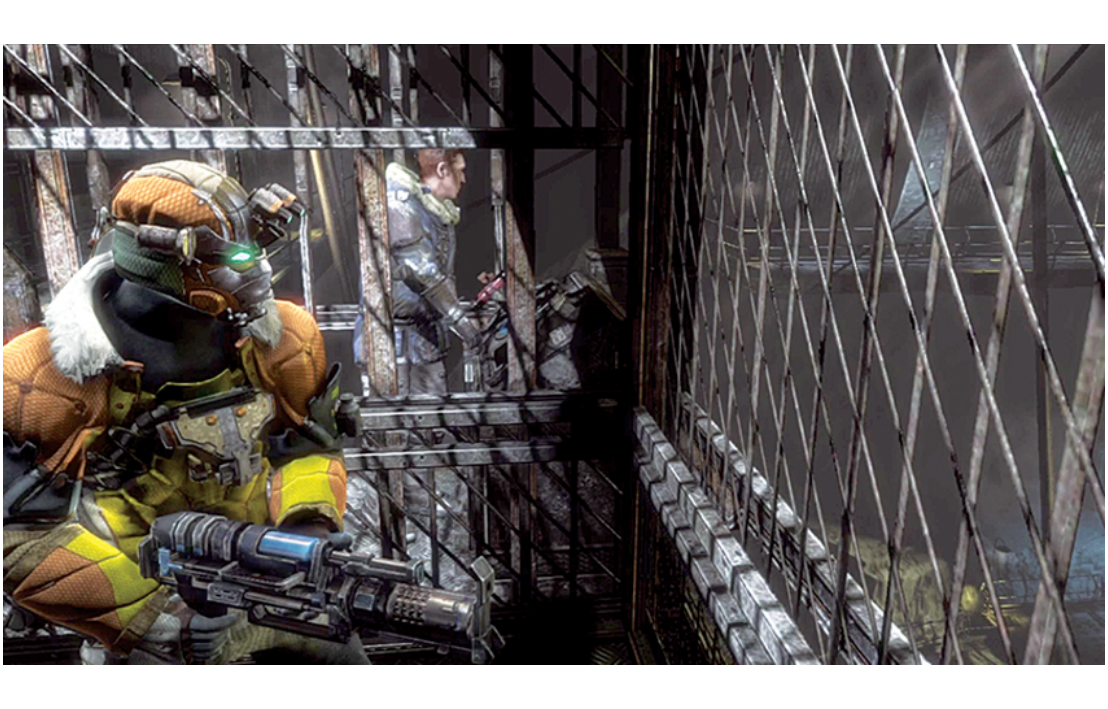




Move to the harpoon gun at the end of the catwalk on the right side. Activate the console to fire the harpoon. Then use kinesis on the crank to pull the harpoon and partially open up the Specimen. Now follow the catwalk around to the left side and do the same with the second harpoon gun to finish opening up the Specimen.

Enter the Body Cavity

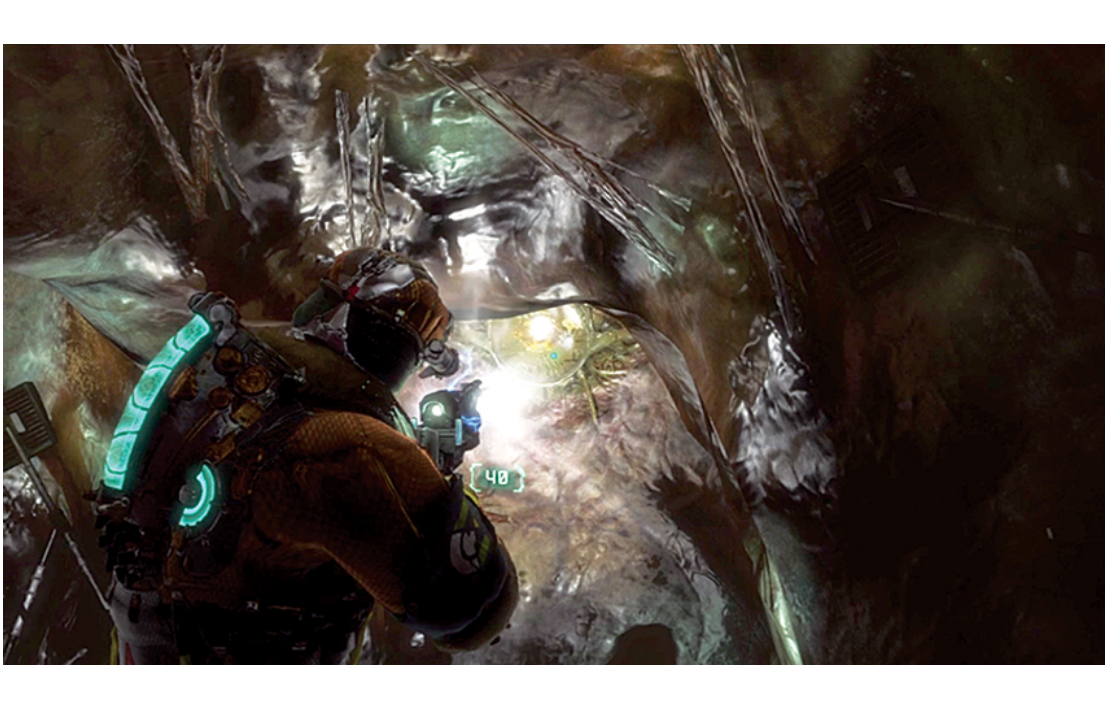
The Specimen is opened up. But this experiment can’t be performed from out here—I’ll need to get inside the creature to probe its neural pathways.



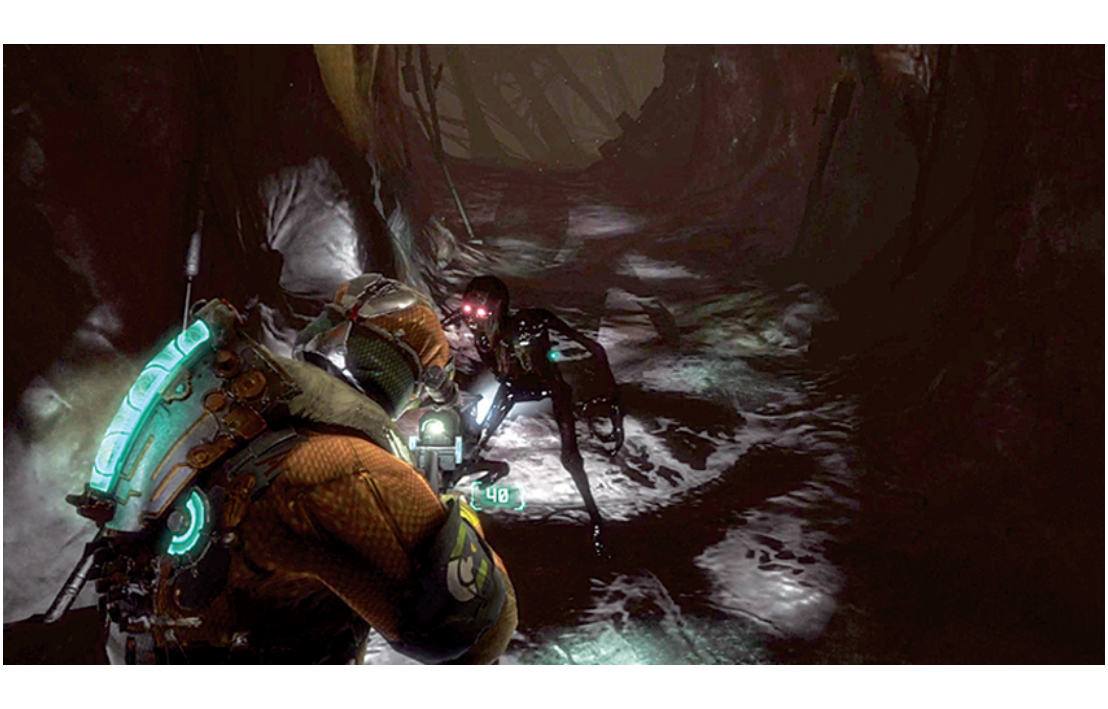
Climb into the cage at the rear of the facility. Norton mans the controls and lowers you into the Specimen. Just hang tight and wait for the cage to reach the bottom.

Locate Synapses

The aiming system of the Specimen Probe seems to be tuned to the bioelectric signals of the Specimen’s synapses. I need to find some of these synapses and fire a probe into them to extract information from the creature’s neural network.



Select the probe gun and move through the inside of the Specimen. Look for neural nodes along the walls and ceiling of the passageways. As you aim the gun, it beeps. When you are aiming at an active node, the beeps increase in frequency, so you know you have the correct one. Fire at it to insert probes into it.



The Specimen begins to move after you hit the active node. It also sends out Necromorphs to attack you. Switch to your weapon and open fire. Once the insides are quiet, continue moving through the Specimen.

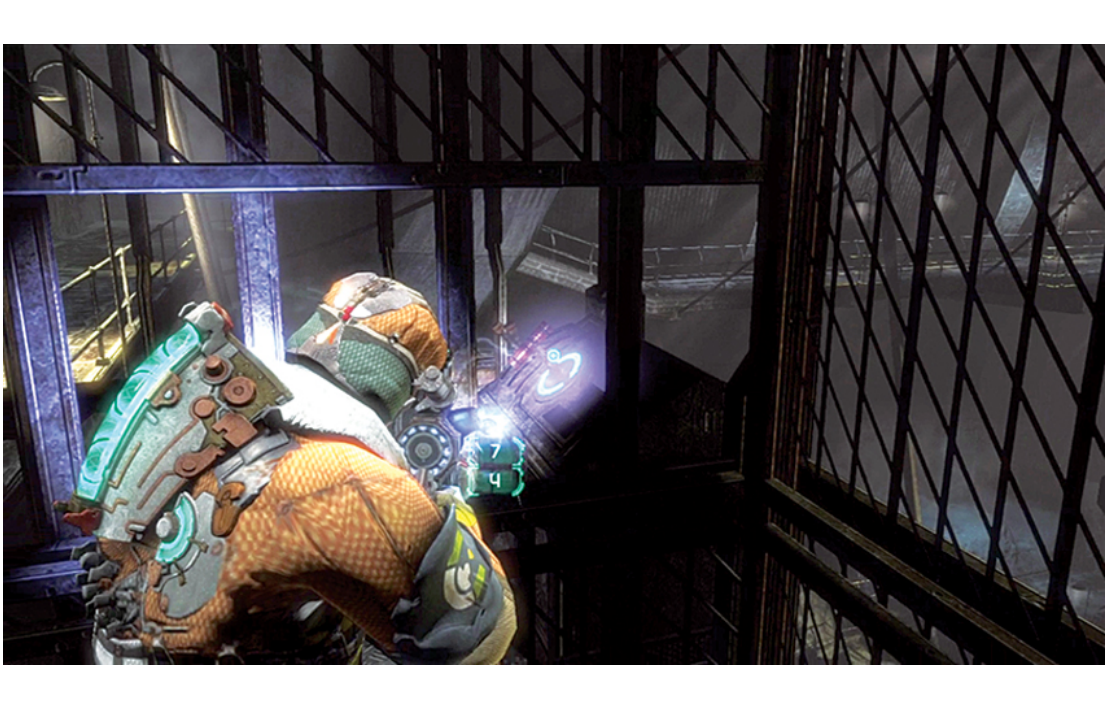
You need to find two more active nodes. After you hit the second, nothing else happens. However, once you shoot probes into the third node, you see some type of vision. Who knows what it means? However, it probably is a premonition of something that will happen later.

After you have the vision, everything hits the fan inside the Specimen. Run for the cage and get inside. More of those Necromorphs are headed your way. The cage won’t take you up yet, but since there is only one door into the cage, you have to defend only in one direction. Kill all of the creatures that come after you. Once they are defeated, Norton begins hauling the cage up and out of the Specimen. Santos was able to get all the data she needed from your probes.

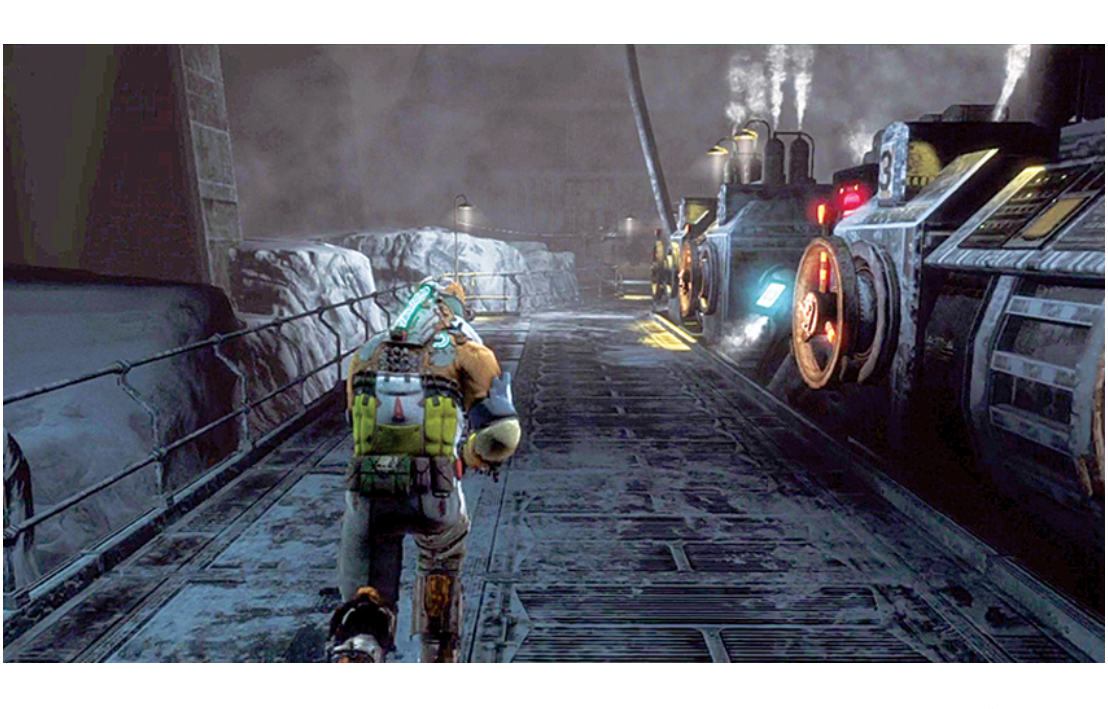
Find a Route to the Research Facility

The results of the Specimen experiment pointed us to what may be our final destination: a S.C.A.F. Research Facility located high above our location. The fastest way there is to scale this cliff face, but one misstep could kill us all. I’ll scout ahead—there may be a safer way up for Santos and Ellie.

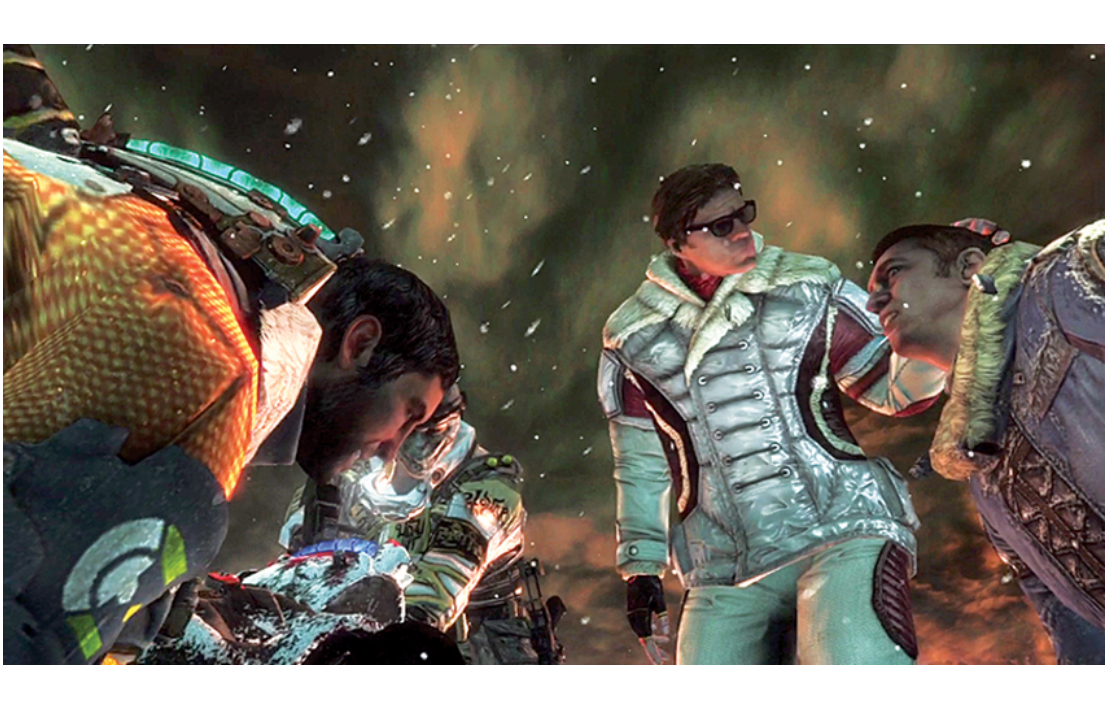
Once the cage returns to its initial position, Norton exits the control area and begins to leave—purposely leaving you enclosed in the cage. He wants to get off the planet with Ellie and leave you behind to die.



You must find a way out of the cage on your own. Turn to face the control panel on the cage assembly and then use kinesis to move the controls to open the cage. After exiting the cage, head to the elevator and take it down to the lower level. Stop at the workbench and swap out the probe gun for a more useful weapon.



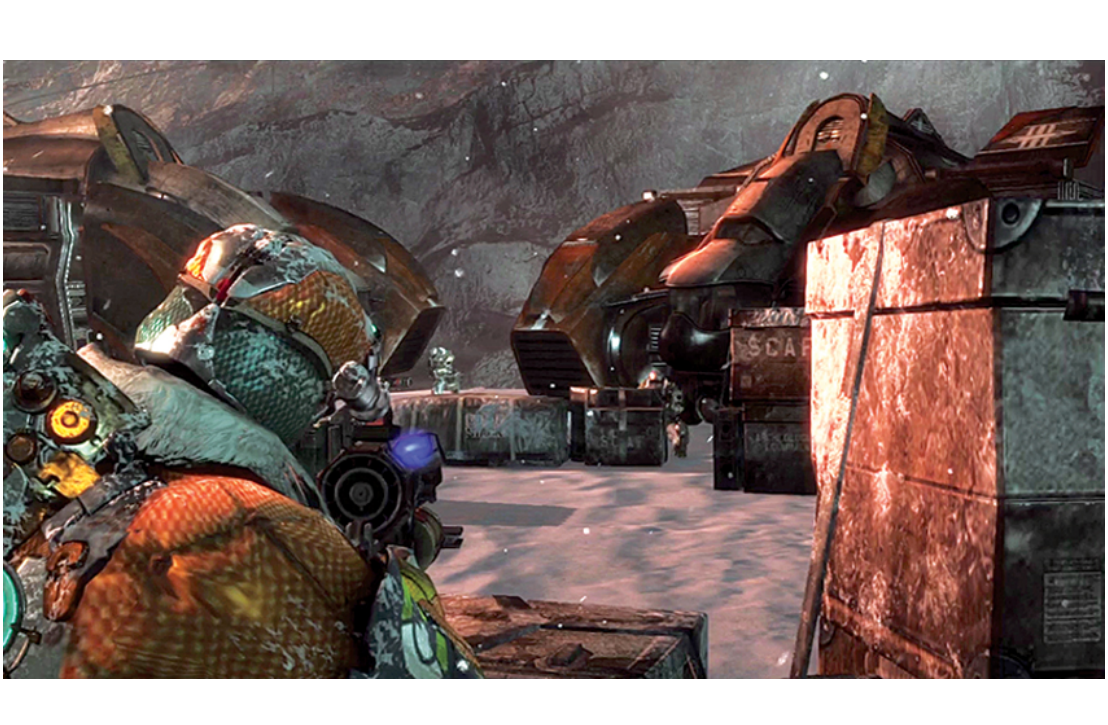
Now follow the walkway all the way to the furnace room. Once there, take a left and go through the door labeled “Exterior Access.” Continue through a room with several containers and another workbench to exit the facility and make your way to the place where Ellie and the rest of the crew have gone.



As soon as you exit the facility, you are knocked down and grabbed by Unitologist soldiers. Danik has already captured the rest of your team.

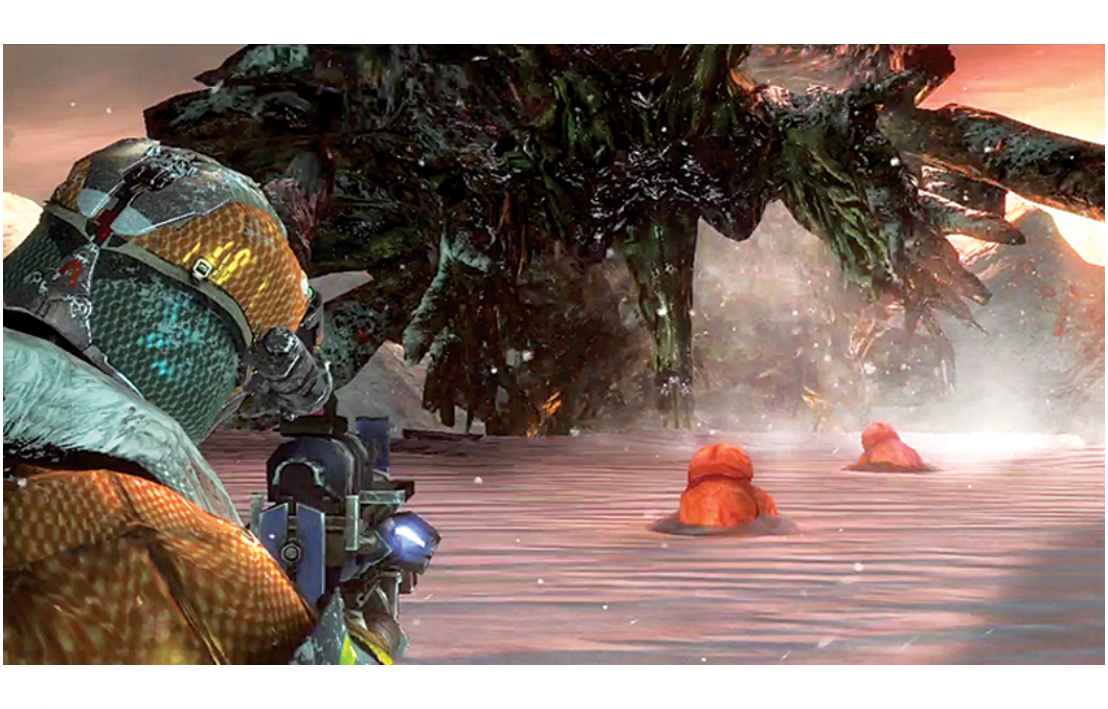
Norton betrayed your team to Danik and gave him the coordinates of Tau Volantis so the Unitologists could follow you through shockspace. Danik had promised Norton a ship in return for his handing you over. However, the leader of the Unitologists decided he could not let any of you live.

Just as Danik is about to kill Norton, Isaac and Carver are able to subdue the soldiers and get back their weapons—just in time.

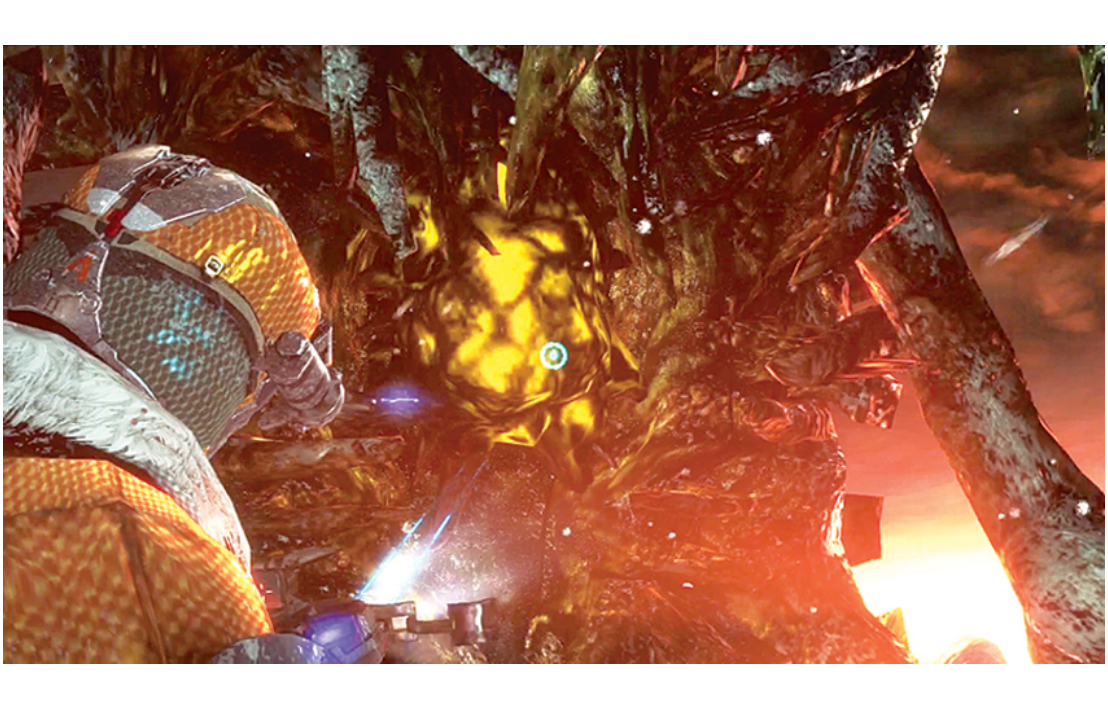


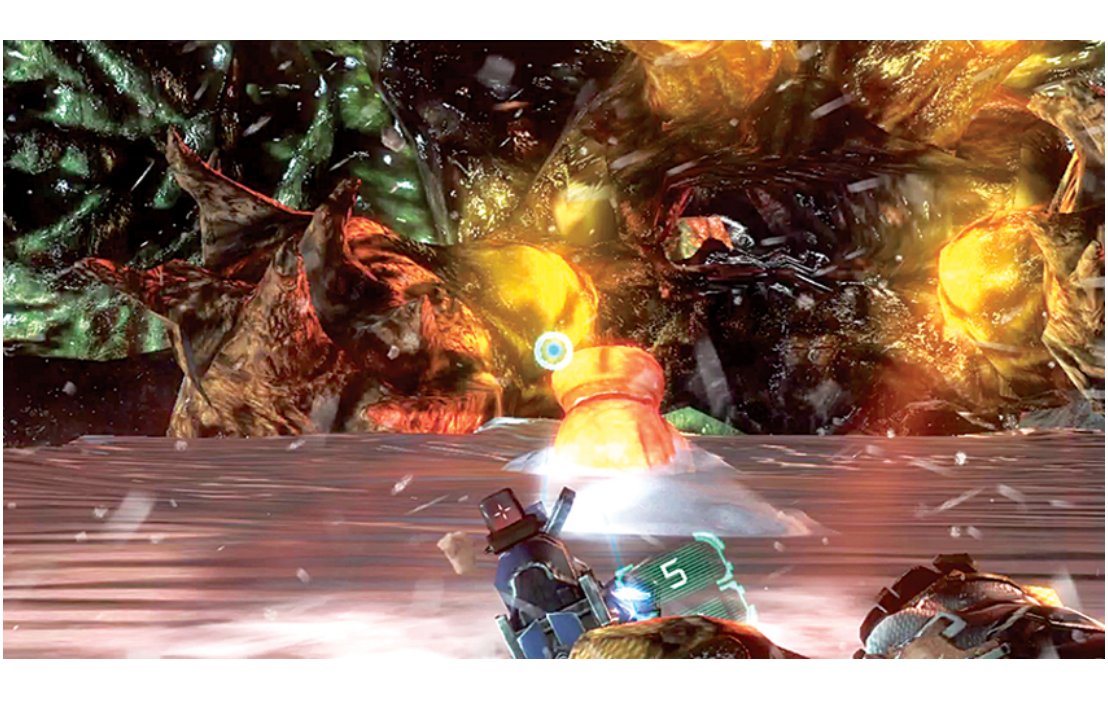
A Unitologist drop ship arrives and unloads several soldiers. Take cover behind some crates and open fire on them. This fight does not go on long.

Remember that empty Specimen facility? You just found that missing specimen. The gigantic Necromorph, which is a called a Hive Mind, arrives and begins attacking. As it climbs up on to the plateau, it suck the soldiers toward it. You also get caught in the suction and begin sliding across the snow toward the beast.

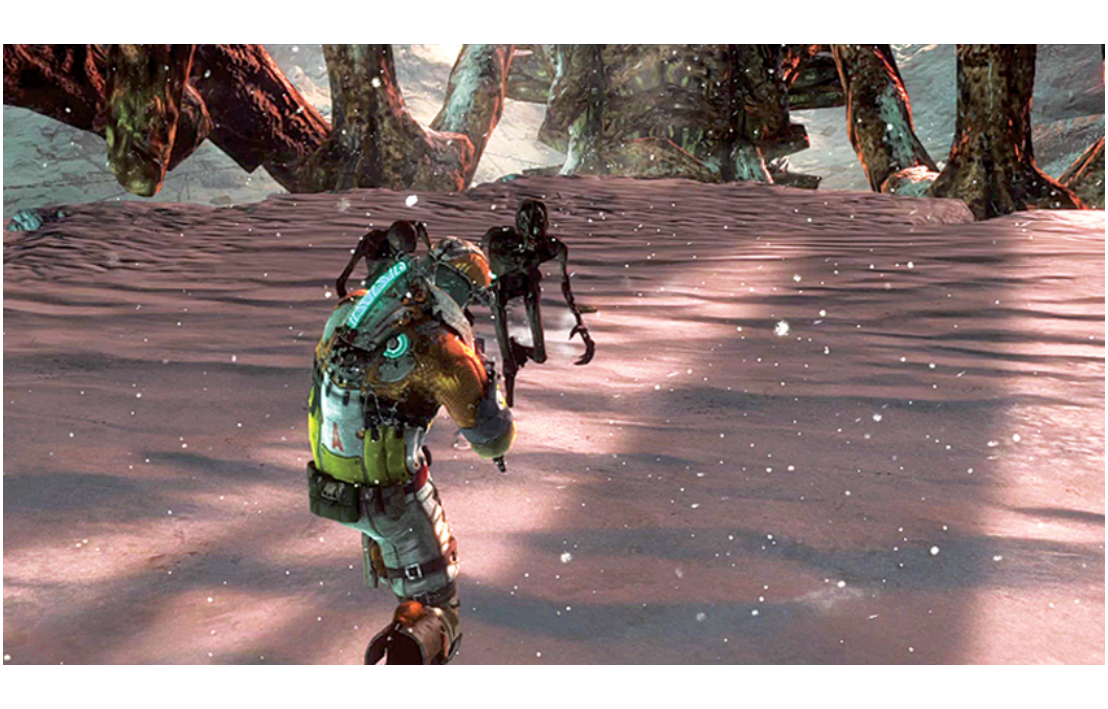


Don’t even try to hit this creature with stasis. It is so large, stasis has no effect on it. Instead, start off by dodging its large arms that try to smash you. When it spits out these pods, start shooting at the pods. They hatch into small Necromorphs—like the ones that attacked you inside the Specimen. Kill them as they come after you.

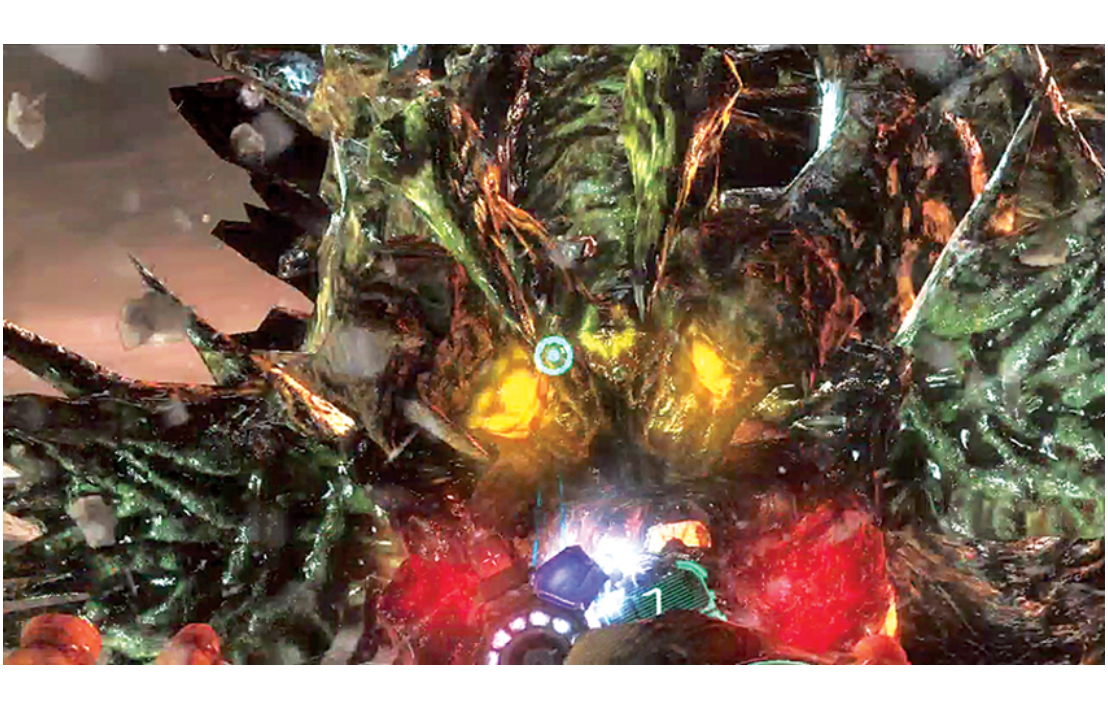




As the Hive Mind rises up, shoot it in the heart with a projectile weapon. When you get a hit, the creature then starts to try to suck you in again. As you are sliding toward it, shoot at the four yellowish blisters that appear around its maw.



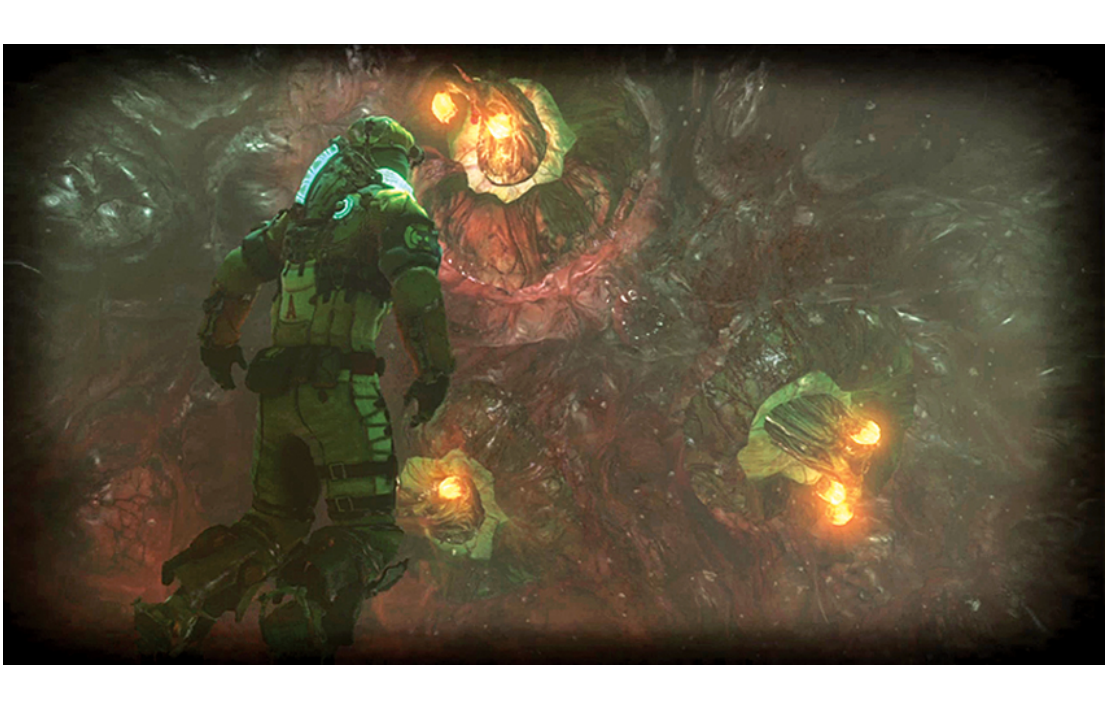
When the suction stops, back away as you fire at the smaller Necromorphs that continue to come after you, and dodge the flailing arms of the Hive Mind. Once again, go for its heart and then deal with the small fry that emerge from the pods.

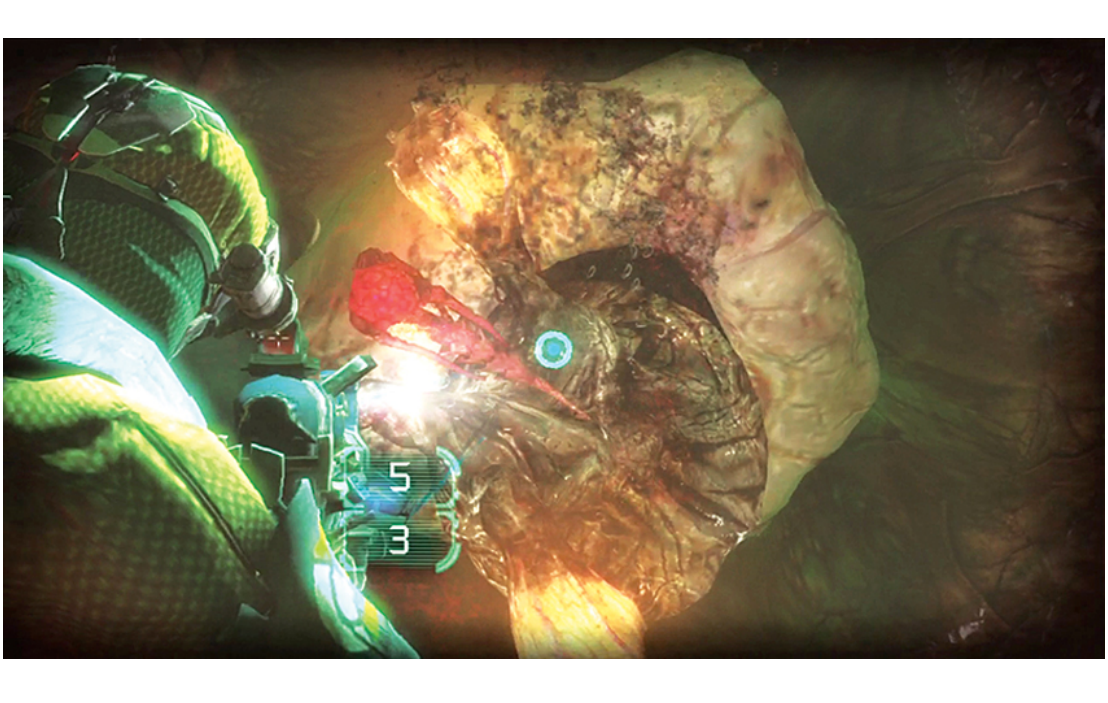


The suction phase of the attack starts again. You must hit the remaining blisters that you missed the first time. The ones you hit have turned red, so ignore those. Just go for the yellow. After you have hit all four, the suction stops and the cycle begins again.

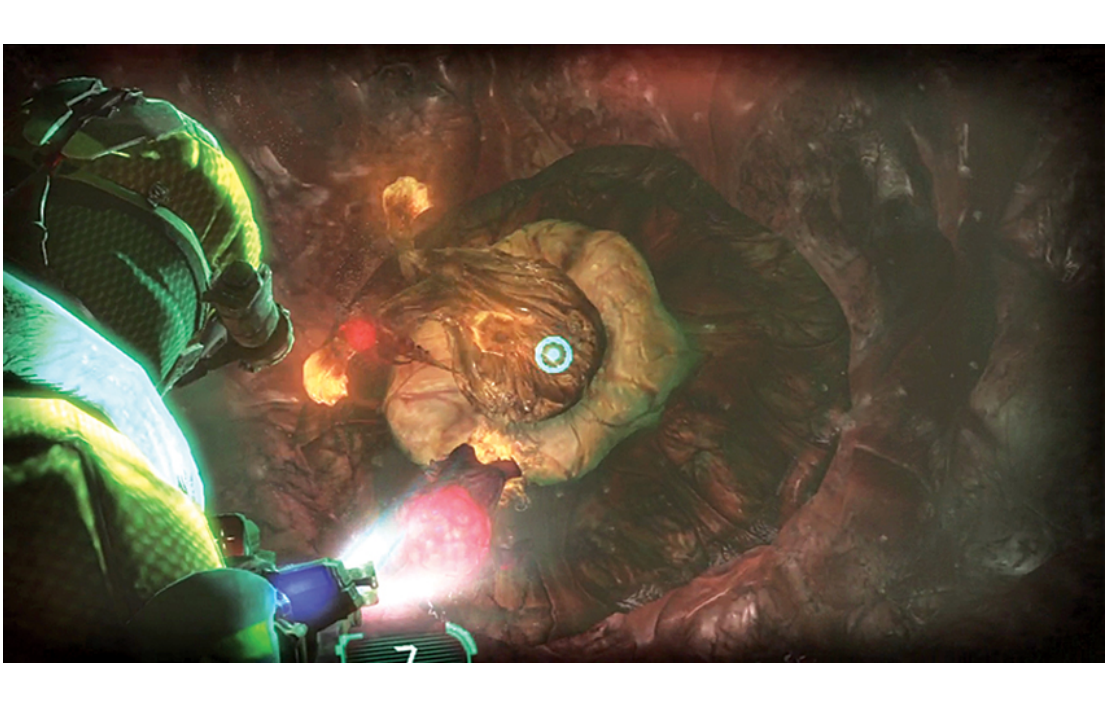
However, after you shoot the heart and the suction phase begins, there are no more blisters to shoot and the creature is very enraged—and sucks you right into its maw.

When you come to, you realize that you are inside the Hive Mind and in the process of being digested. This is not good—not good at all.





There are three Nests in the gut of the Hive Mind. Each has three tentacles that launch projectiles at you. You must neutralize all three Nests to survive. Use a weapon that can sever tentacles and start shooting at them. As you attack, the Nests withdraw their tentacles inside and you must wait until they emerge again. Between the three, one always seems to have tentacles out and launching projectiles at you. Don’t forget to use stasis to make it easier to hit those moving tentacles.

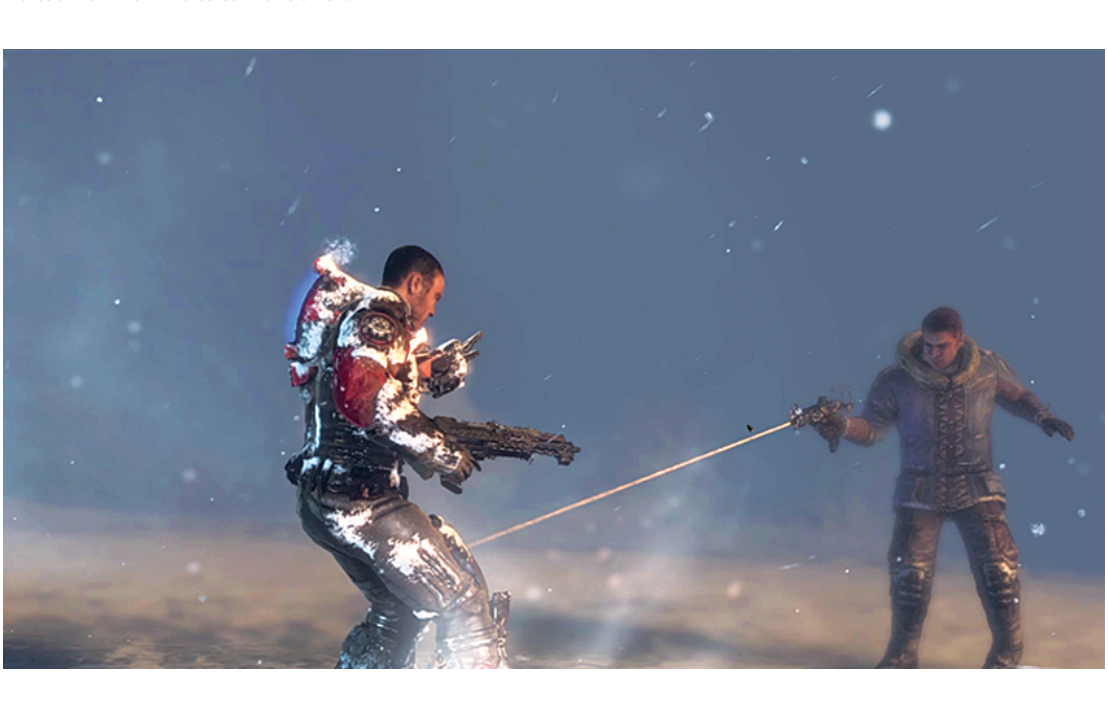


Move around to dodge the projectiles and keep up your attacks. Focus on one Nest. Once you have shot off all three tentacles, it stops moving and dies. Defeat the other two the same way.

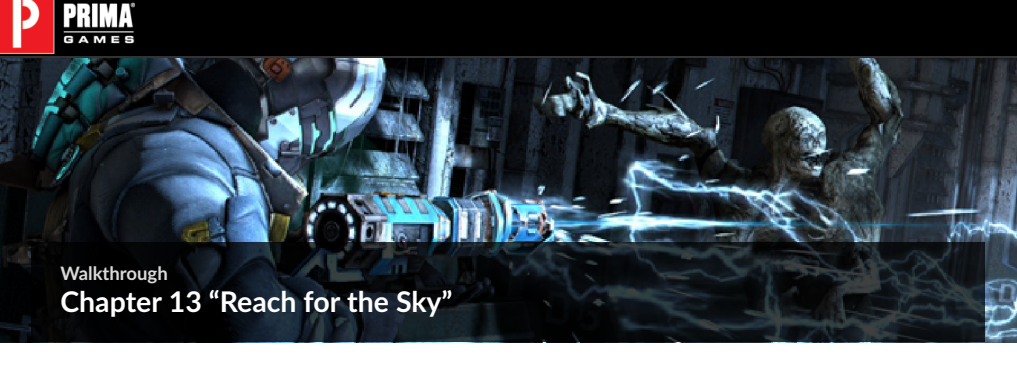
After all three Nests are eliminated, you are expelled from the Hive Mind and it thrashes about in its death throes.

Intestinal Fortitude

Defeat the Hive Mind to earn this award.

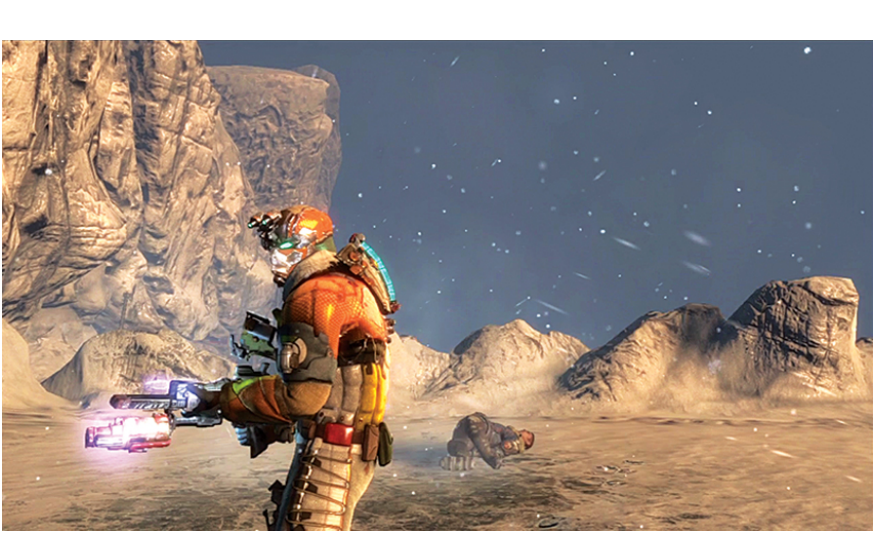


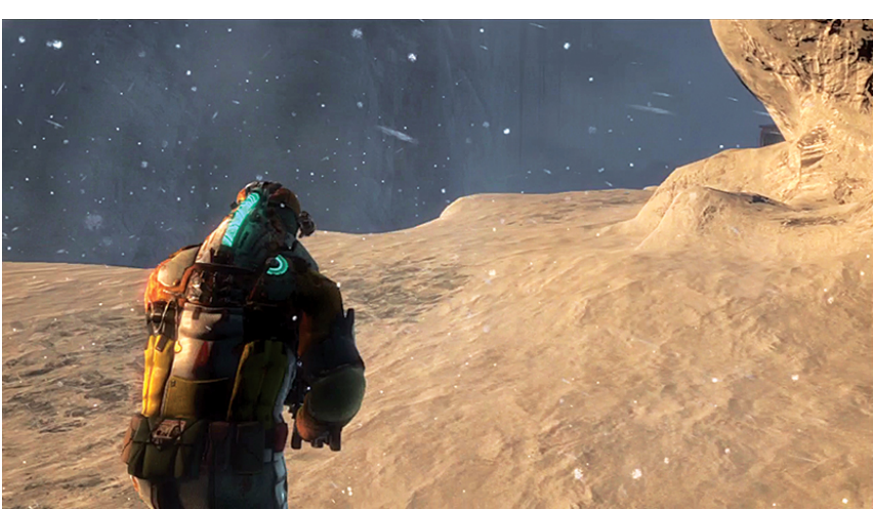
As you are recovering from your ordeal, Norton comes at you with a gun. Carver tries to stop him, but Norton backs him down. As Norton tries to kill you, press the button that appears on the screen to kill him before he can kill you. With this threat eliminated, follow Carver to catch up to Ellie and Santos.



Walkthrough

Chapter 13 "Reach for the Sky"

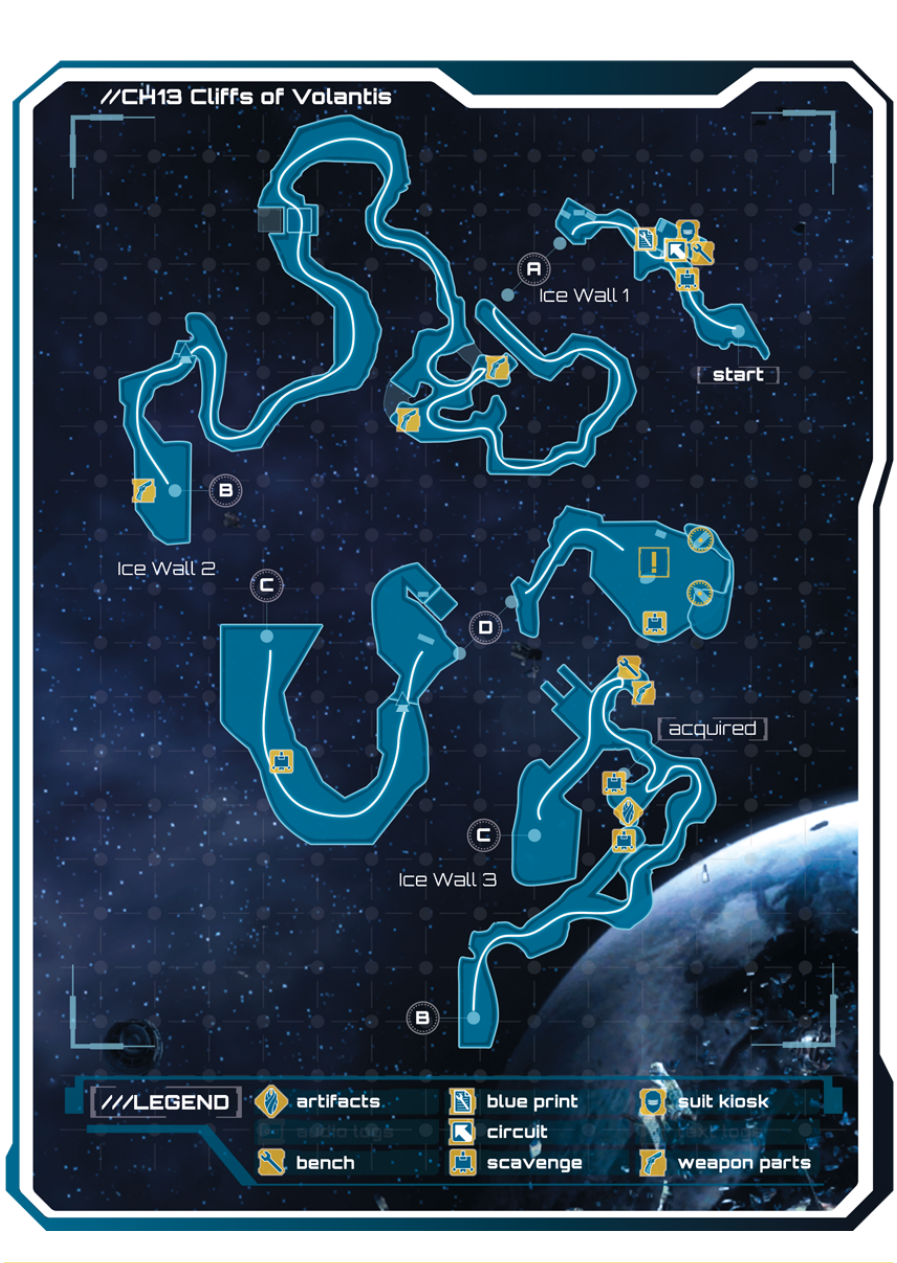




The arrival of Danik's forces on Tau Volantis means that Isaac, Carver, Ellie, and Santos must race to discover the Machine before the Unitologists do. The shortest way there involves a treacherous ascent up an icy cliff.

Level Stats

- Total Artifacts: 1
- S.C.A.F. Artifact: 1
- Circuits: 1
- Weapon Parts: 4
- Blueprints: 1

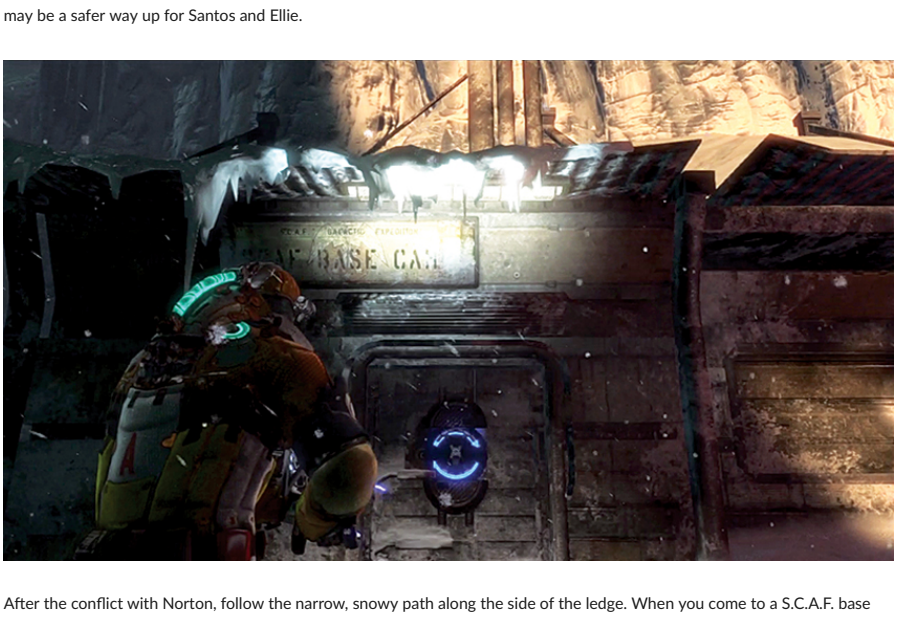


Click here for interactive maps

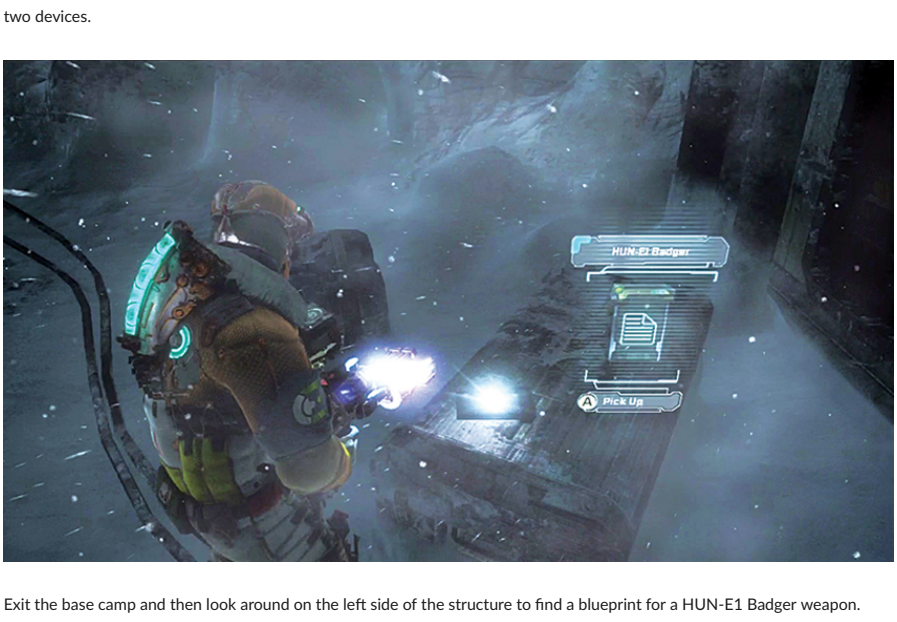
Tau Volantis Cliffs of Volantis

Find a Route to the Research Facility

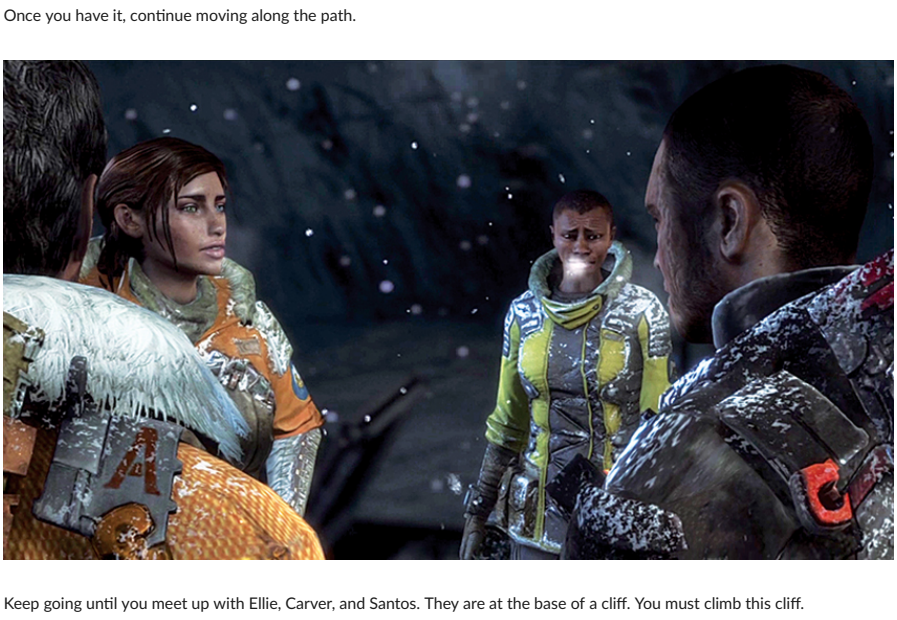
The results of the Specimen experiment pointed us to what may be our final destination: a S.C.A.F. Research Facility located high above our location. The fastest way there is to scale this cliff face, but one misstep could kill us all. I'll scout ahead—there may be a safer way up for Santos and Ellie.



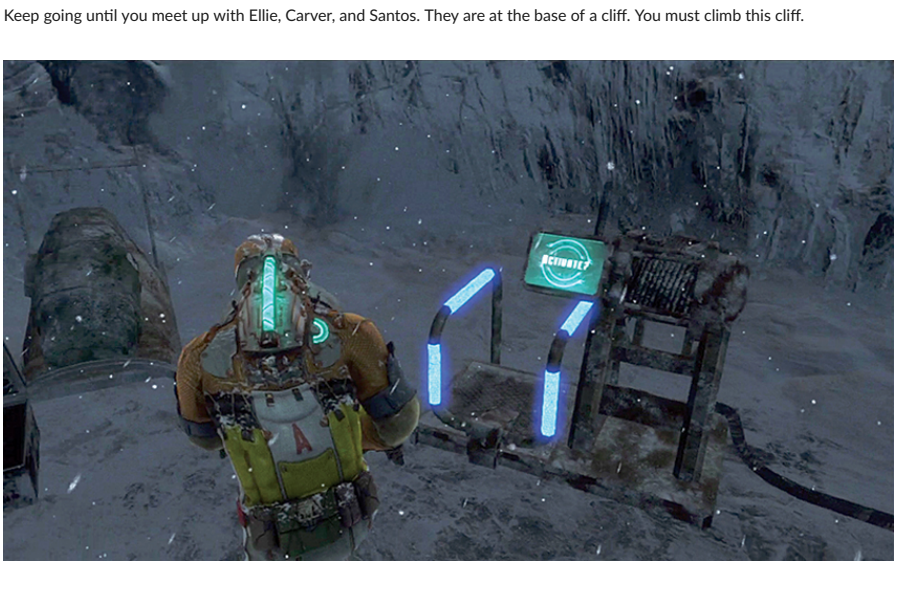
After the conflict with Norton, follow the narrow, snowy path along the side of the ledge. When you come to a S.C.A.F. base camp, use kinesis to open the door and then enter the structure. There is a circuit box on the wall where you can pick up a circuit. You also find a workbench and a suit kiosk in here. However, you need to start up a generator if you want to use these two devices.

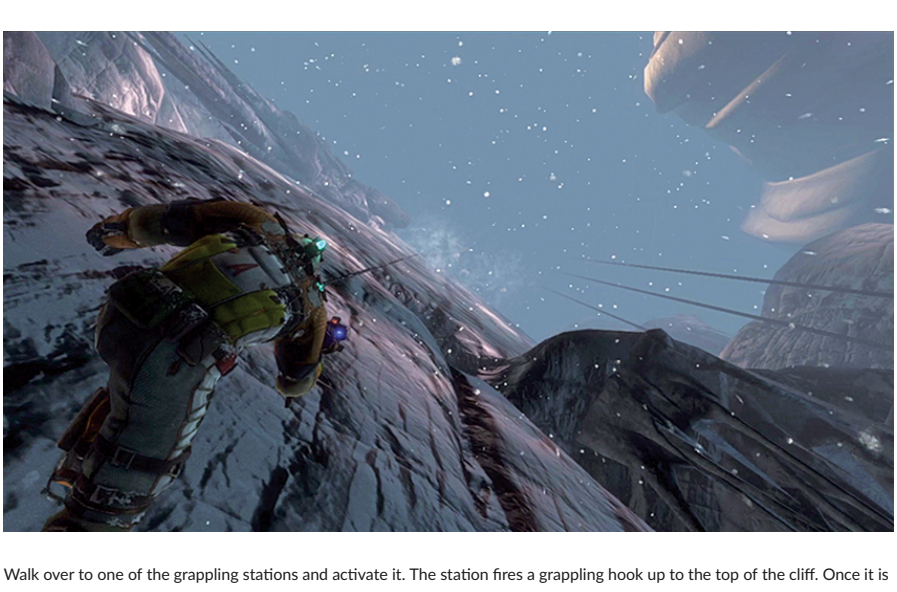


Exit the base camp and then look around on the left side of the structure to find a blueprint for a HUN-E1 Badger weapon. Once you have it, continue moving along the path.

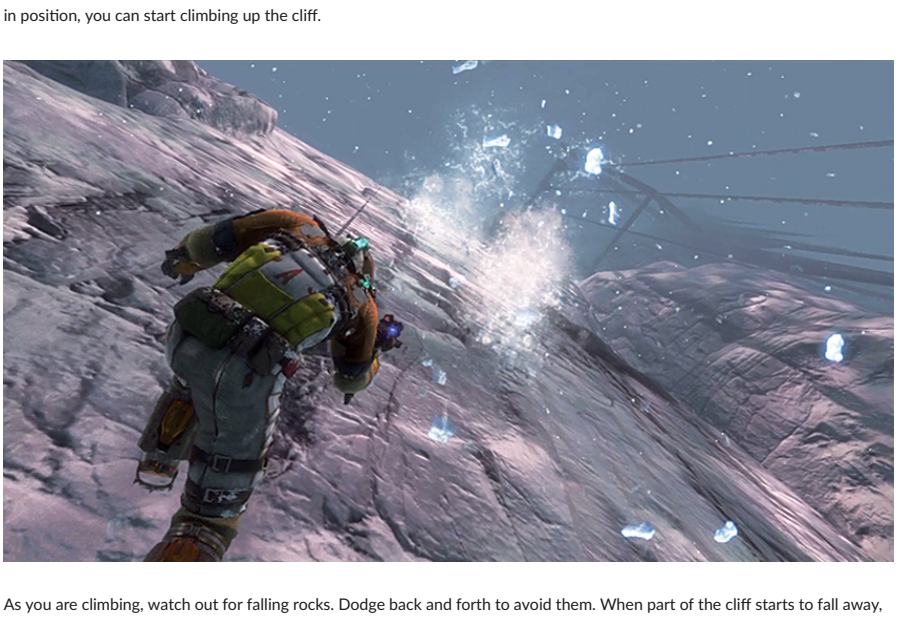


Keep going until you meet up with Ellie, Carver, and Santos. They are at the base of a cliff. You must climb this cliff.

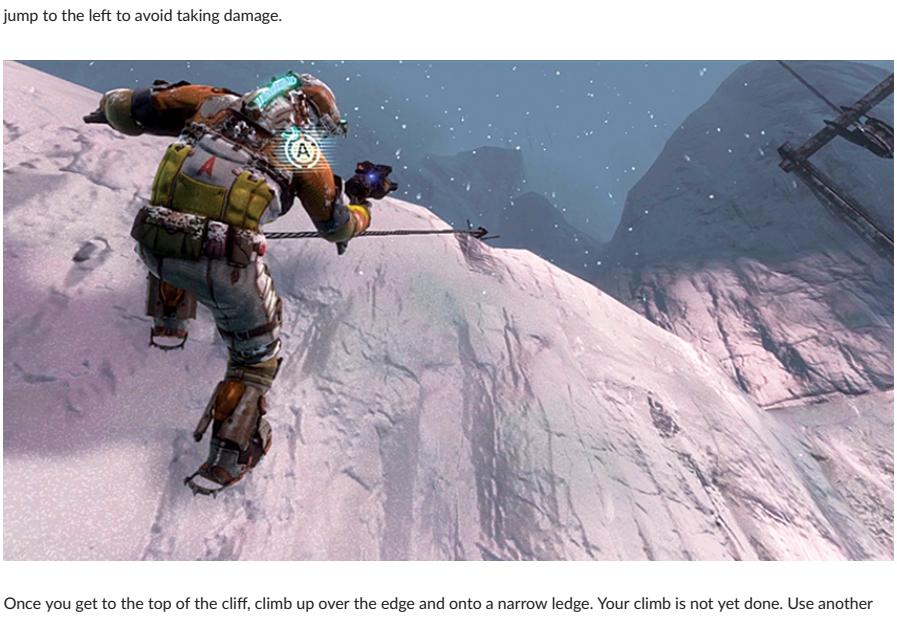




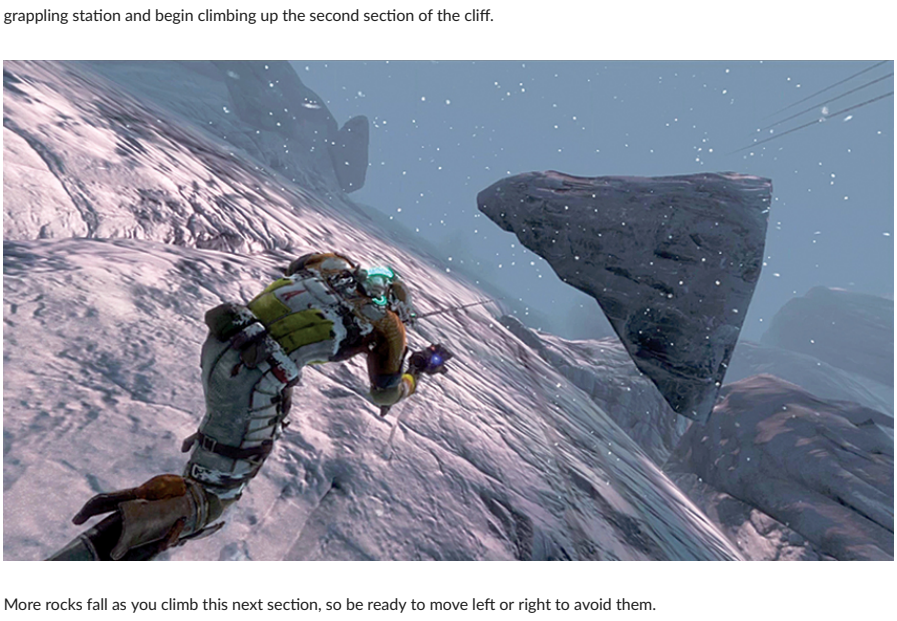
Walk over to one of the grappling stations and activate it. The station fires a grappling hook up to the top of the cliff. Once it is in position, you can start climbing up the cliff.



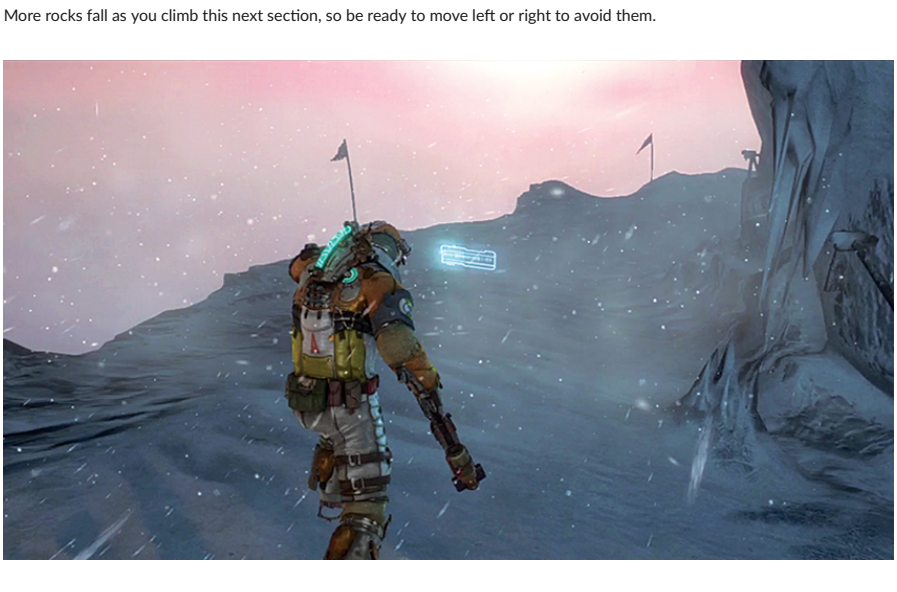
As you are climbing, watch out for falling rocks. Dodge back and forth to avoid them. When part of the cliff starts to fall away, jump to the left to avoid taking damage.

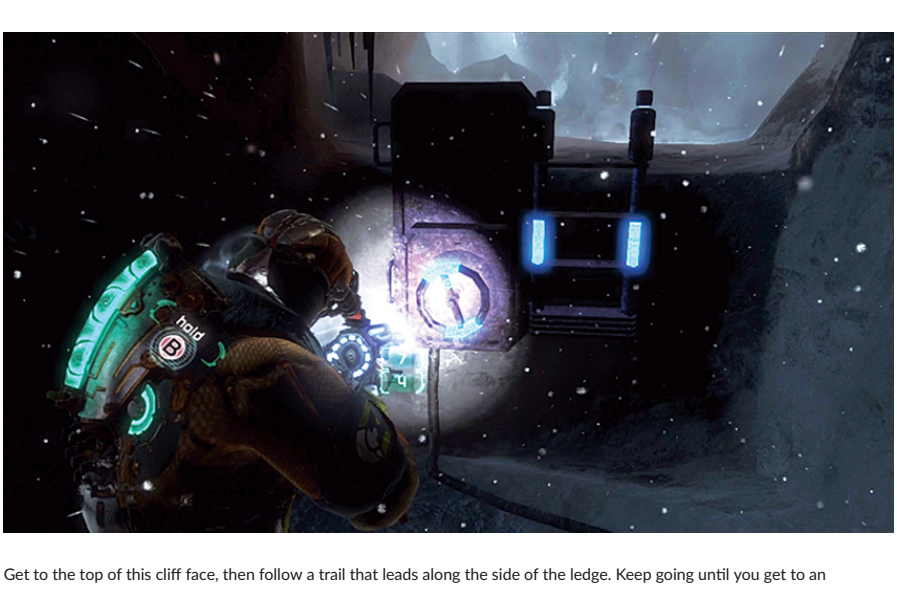


Once you get to the top of the cliff, climb up over the edge and onto a narrow ledge. Your climb is not yet done. Use another grappling station and begin climbing up the second section of the cliff.

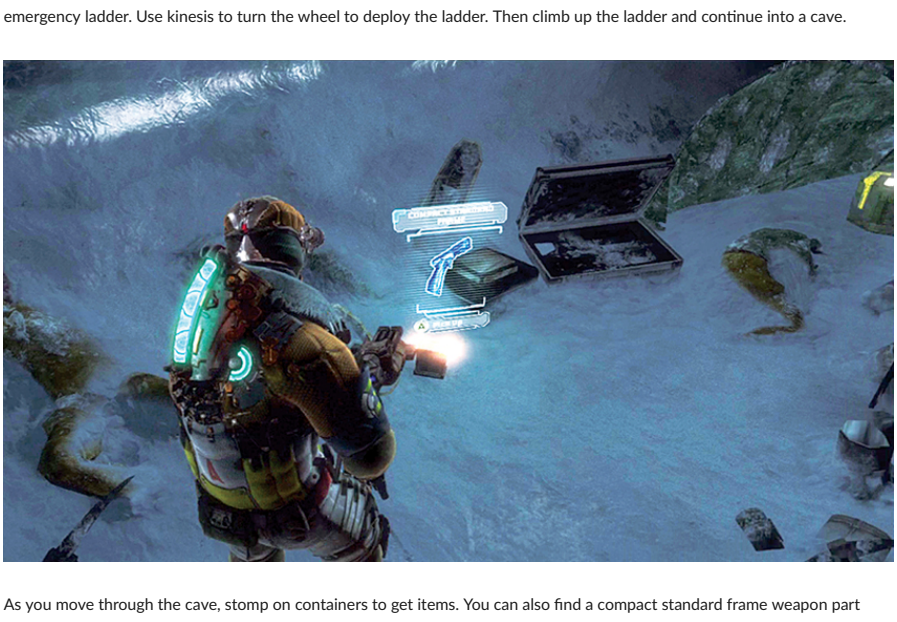


More rocks fall as you climb this next section, so be ready to move left or right to avoid them.

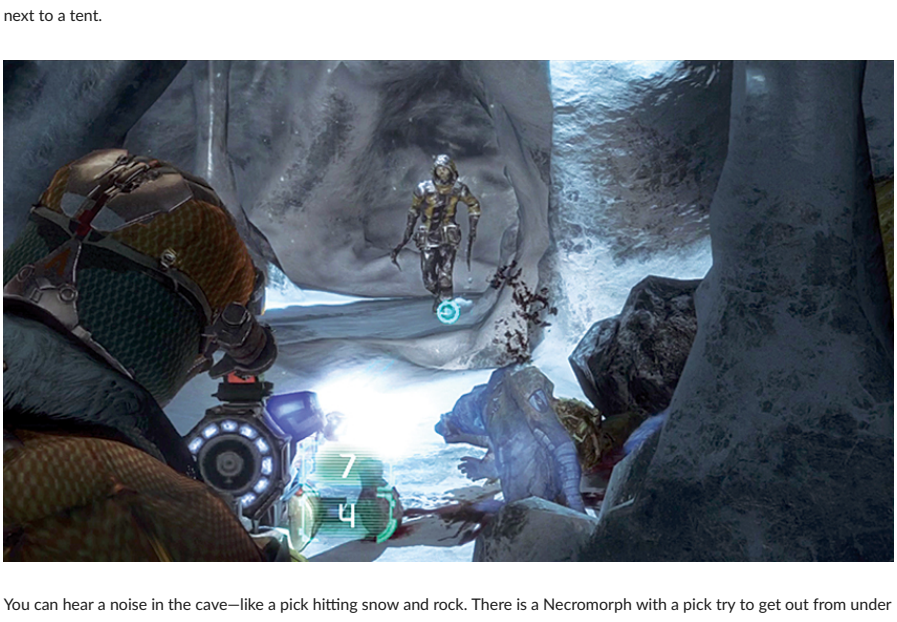




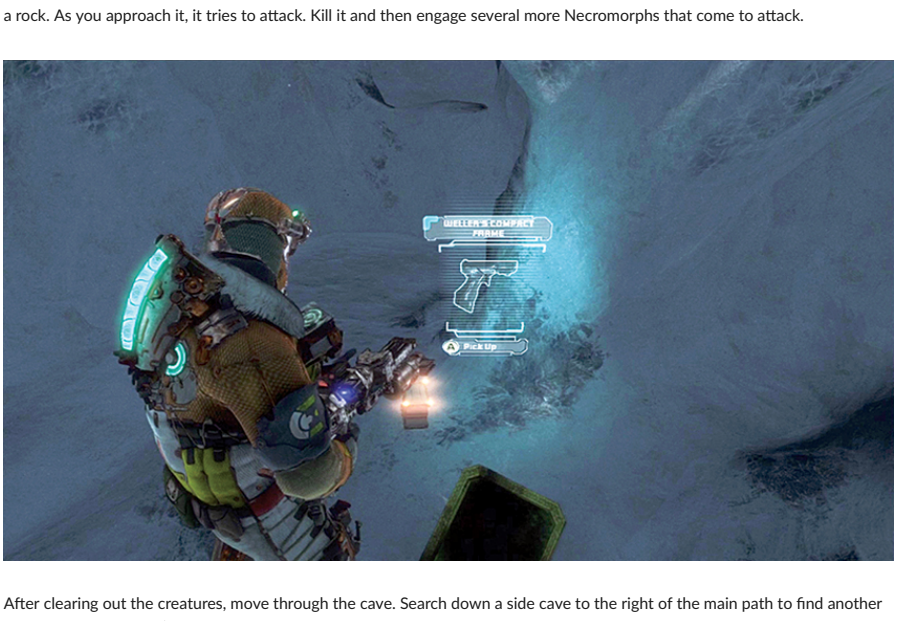
Get to the top of this cliff face, then follow a trail that leads along the side of the ledge. Keep going until you get to an emergency ladder. Use kinesis to turn the wheel to deploy the ladder. Then climb up the ladder and continue into a cave.



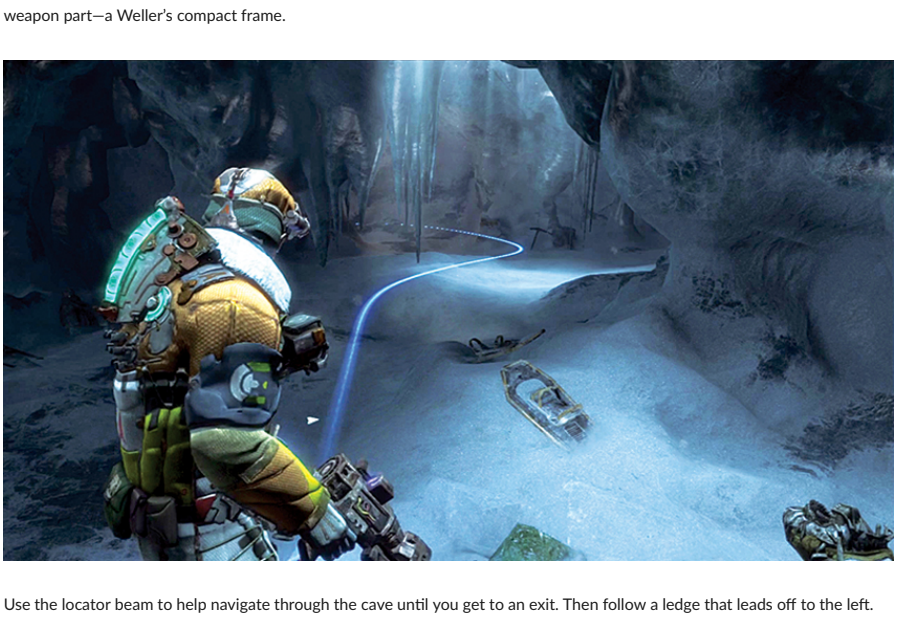
As you move through the cave, stomp on containers to get items. You can also find a compact standard frame weapon part next to a tent.



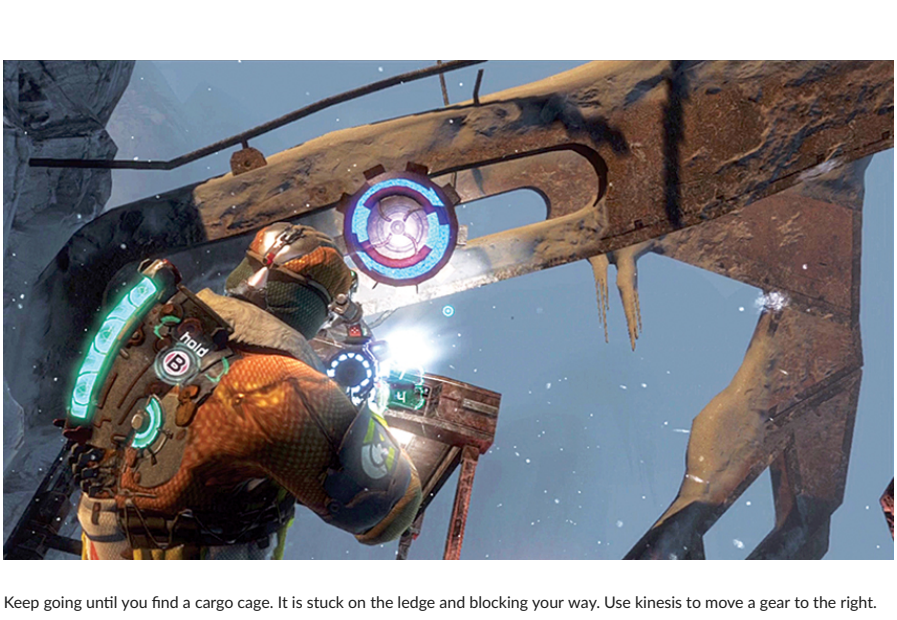
You can hear a noise in the cave—like a pick hitting snow and rock. There is a Necromorph with a pick try to get out from under a rock. As you approach it, it tries to attack. Kill it and then engage several more Necromorphs that come to attack.



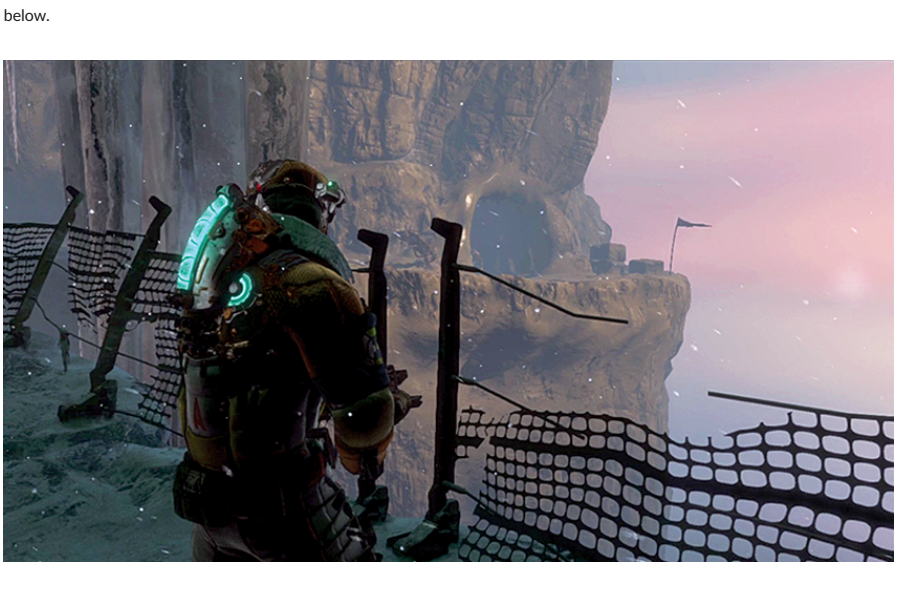
After clearing out the creatures, move through the cave. Search down a side cave to the right of the main path to find another weapon part—a Weller's compact frame.

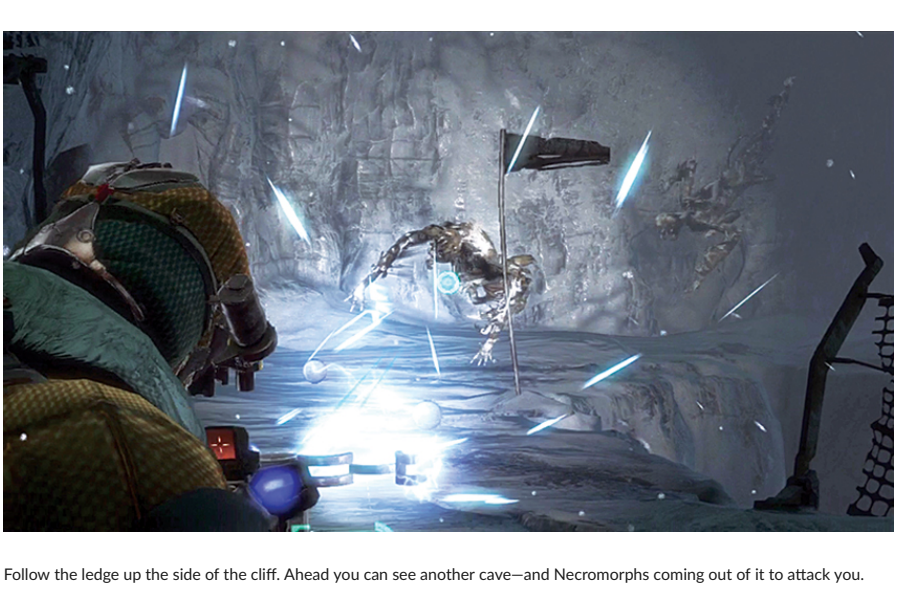


Use the locator beam to help navigate through the cave until you get to an exit. Then follow a ledge that leads off to the left.

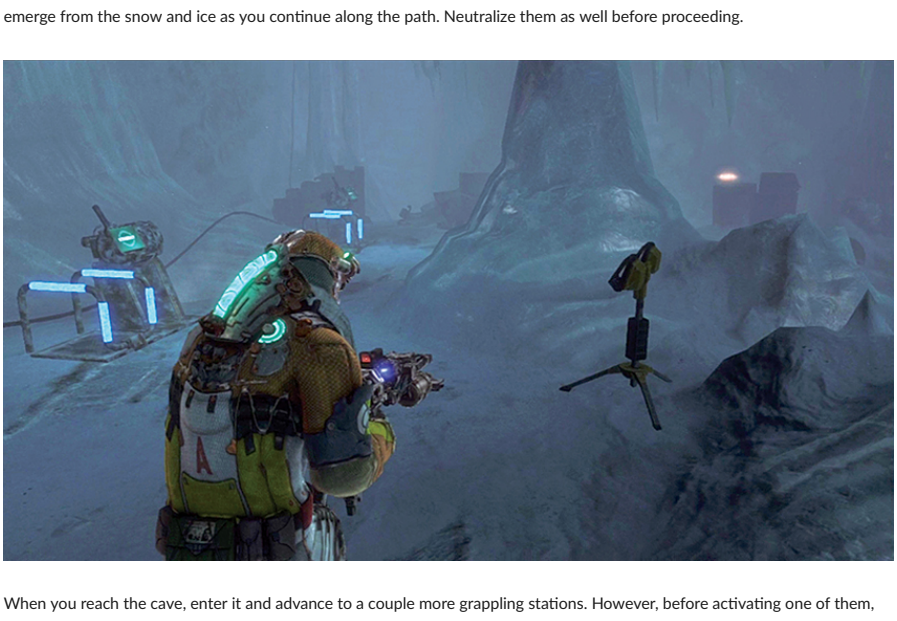


Keep going until you find a cargo cage. It is stuck on the ledge and blocking your way. Use kinesis to move a gear to the right. As you do, it drags the cage over the edge of the cliff and then lowers it down the cliff to where Ellie and the team are waiting below.

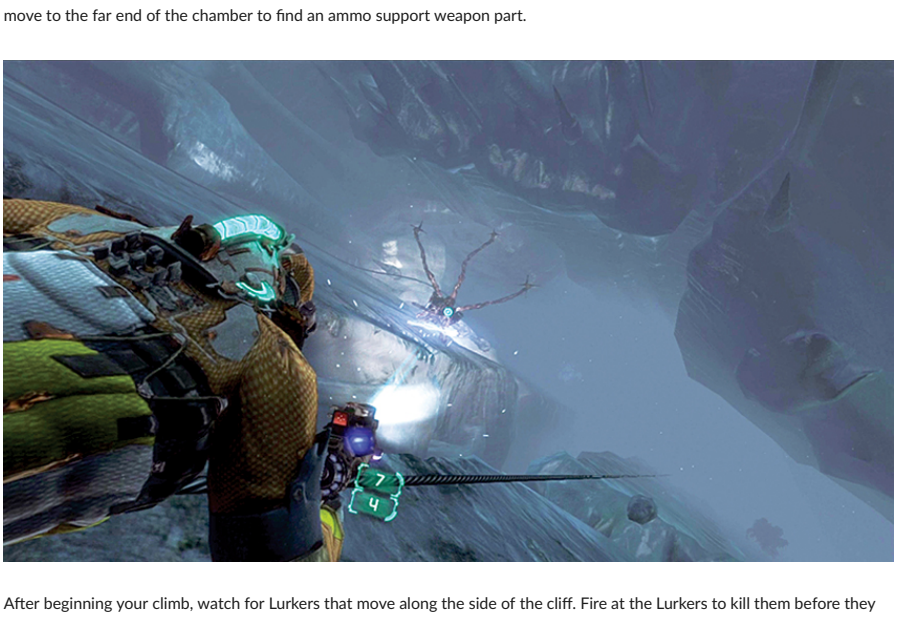




Follow the ledge up the side of the cliff. Ahead you can see another cave—and Necromorphs coming out of it to attack you. Make sure your weapons are loaded and get ready for the attack. Leapers crawl along the side of the cliff as they come after you. Engage them at long range and kill them before they can get close enough to use their tails to hit you. More Necromorphs emerge from the snow and ice as you continue along the path. Neutralize them as well before proceeding.

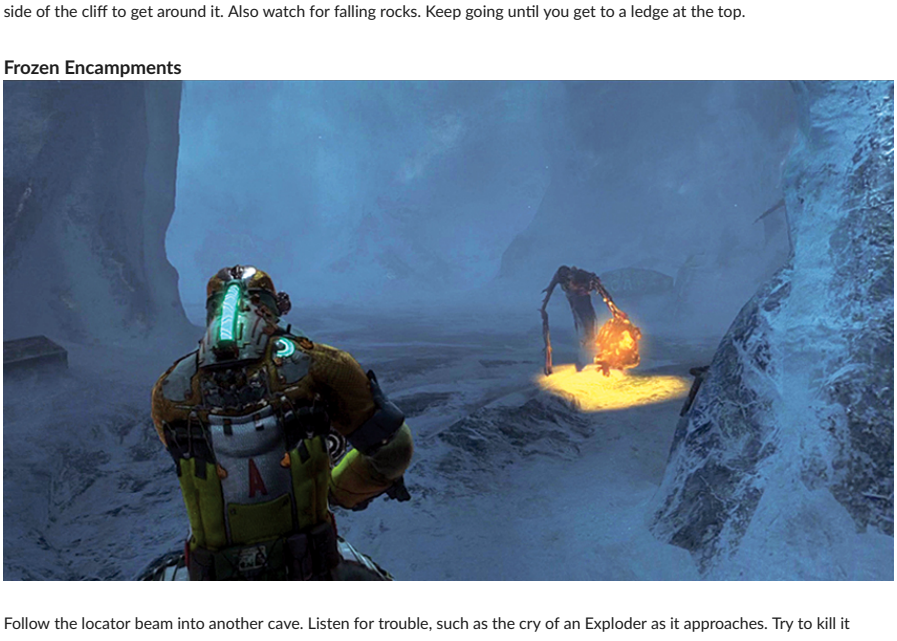


When you reach the cave, enter it and advance to a couple more grappling stations. However, before activating one of them, move to the far end of the chamber to find an ammo support weapon part.

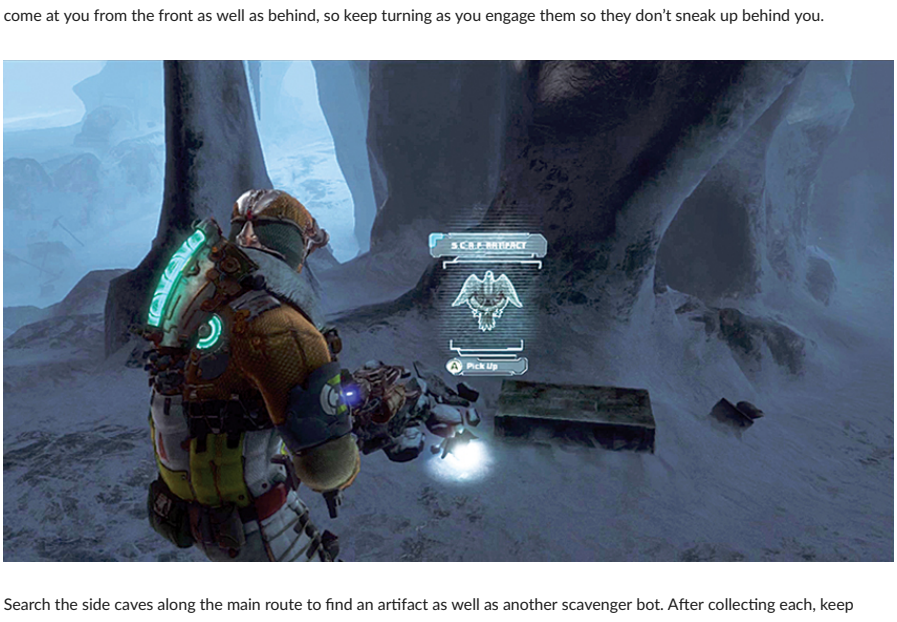


After beginning your climb, watch for Lurkers that move along the side of the cliff. Fire at the Lurkers to kill them before they can damage you with their projectiles. Once they are eliminated, continue your climb. When you come to a gap, jump to one side of the cliff to get around it. Also watch for falling rocks. Keep going until you get to a ledge at the top.

Frozen Encampments



Follow the locator beam into another cave. Listen for trouble, such as the cry of an Exploder as it approaches. Try to kill it without detonating its sac. Then use kinesis to grab the sac and launch it at other Necromorphs that also attack. They can come at you from the front as well as behind, so keep turning as you engage them so they don't sneak up behind you.



Search the side caves along the main route to find an artifact as well as another scavenger bot. After collecting each, keep walking through the cave.

//S.C.A.F. Artifact 15

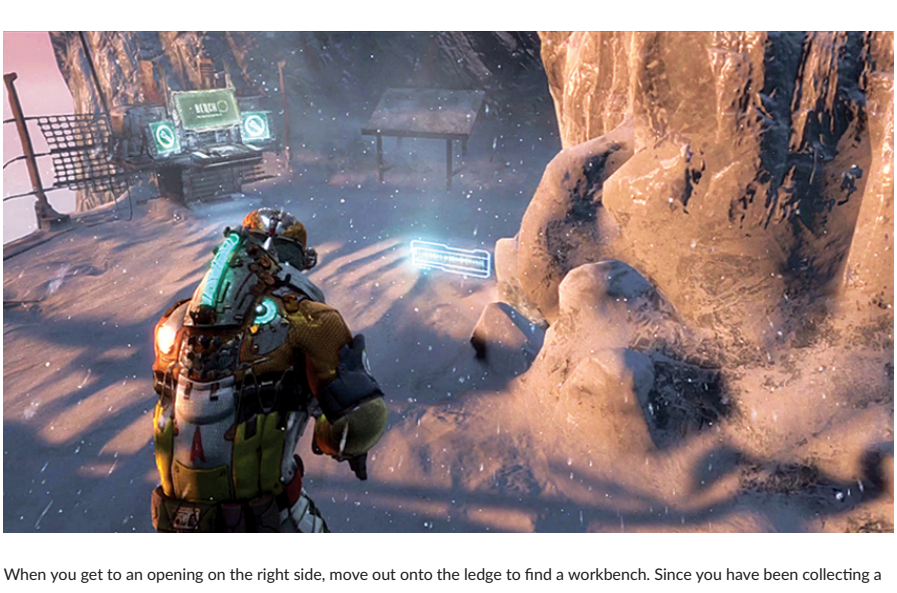
Personal Log: Dr. Ramsey Bergerac

The soldiers at base camp have taken to calling it the "snow beast" like it was some sort of modern-day Yeti.

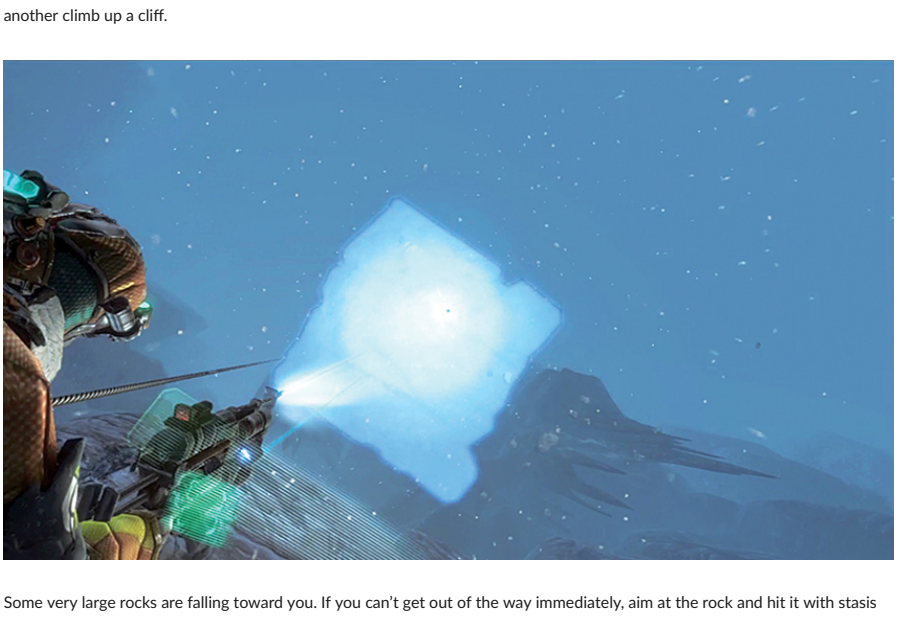
The eyewitness descriptions match very closely those of a frozen creature we found at the Facility One dig site and another we are piecing together at Facility Two up on the mountain.

It's a curious crustacean, something I'd expect to find on a deep-sea expedition rather than a trek through a frozen waste. How this one survived where the others did not proves it has a great deal of resilience.

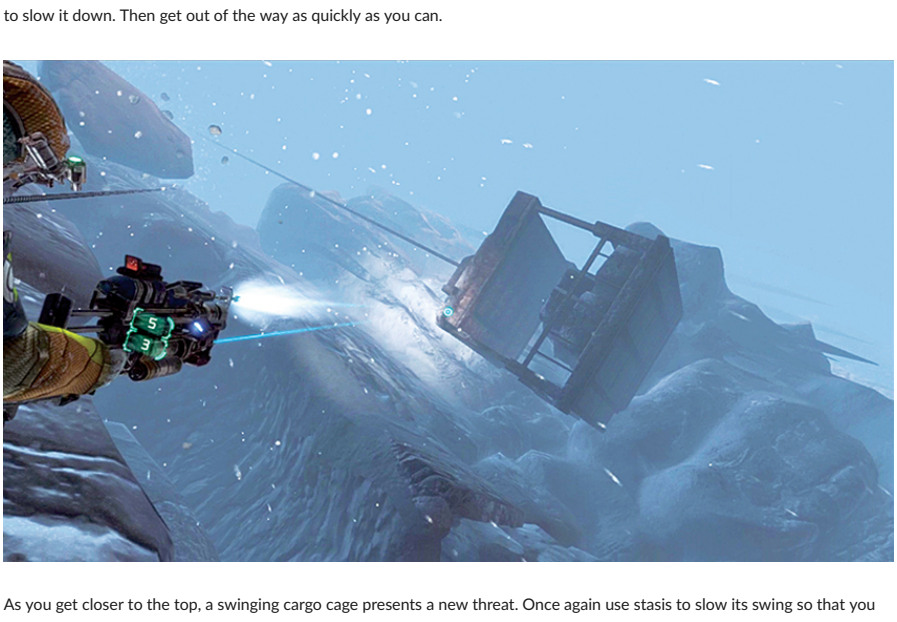
If we are going to learn anything about these ancient beings, I must get a closer look.



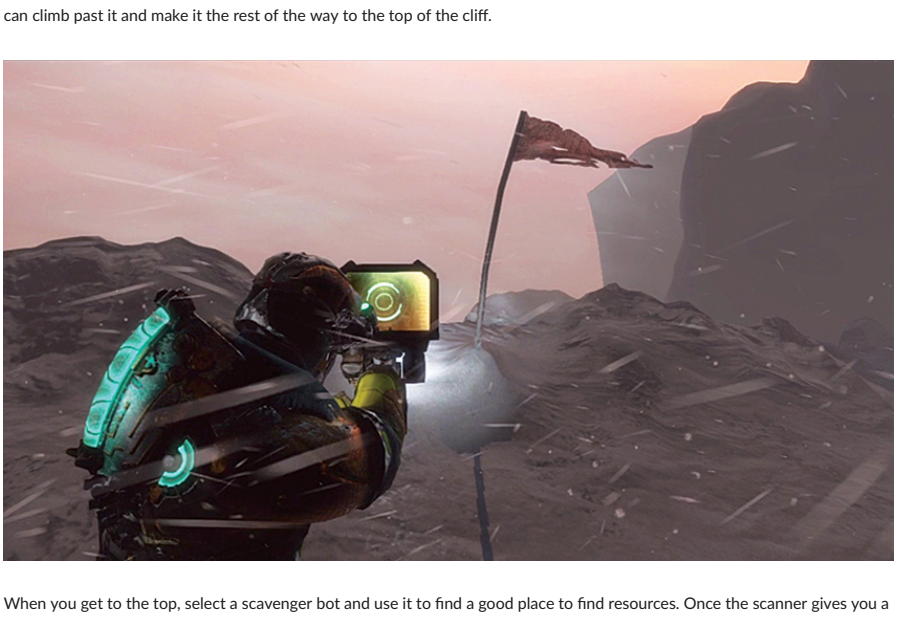
When you get to an opening on the right side, move out onto the ledge to find a workbench. Since you have been collecting a lot of items, this is a good time to unload them and store them at the bench. Plus you can also find a rip core weapon part to the side of the bench. After using the bench, advance along the ledge to a couple of grappling stations. Use one to begin another climb up a cliff.



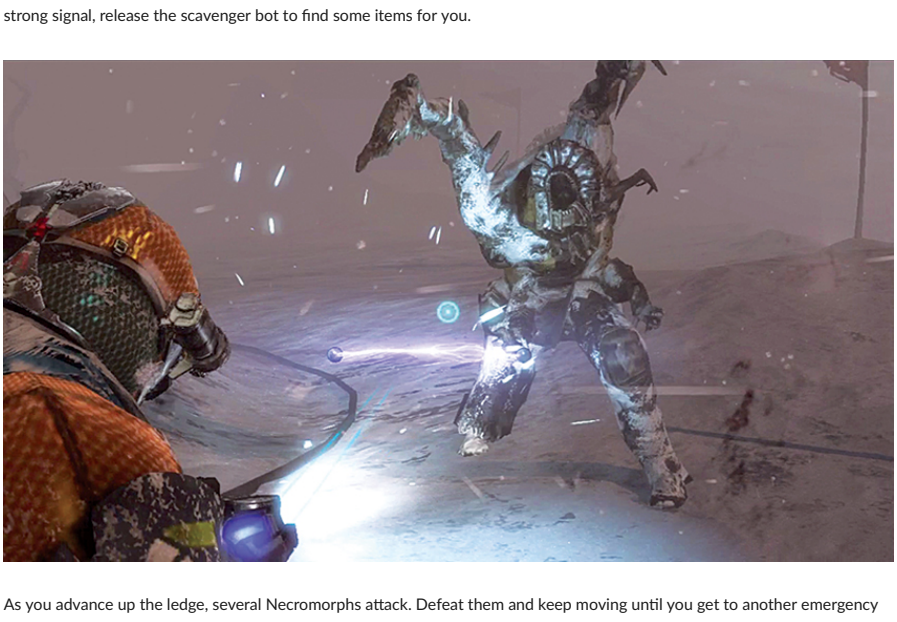
Some very large rocks are falling toward you. If you can't get out of the way immediately, aim at the rock and hit it with stasis to slow it down. Then get out of the way as quickly as you can.



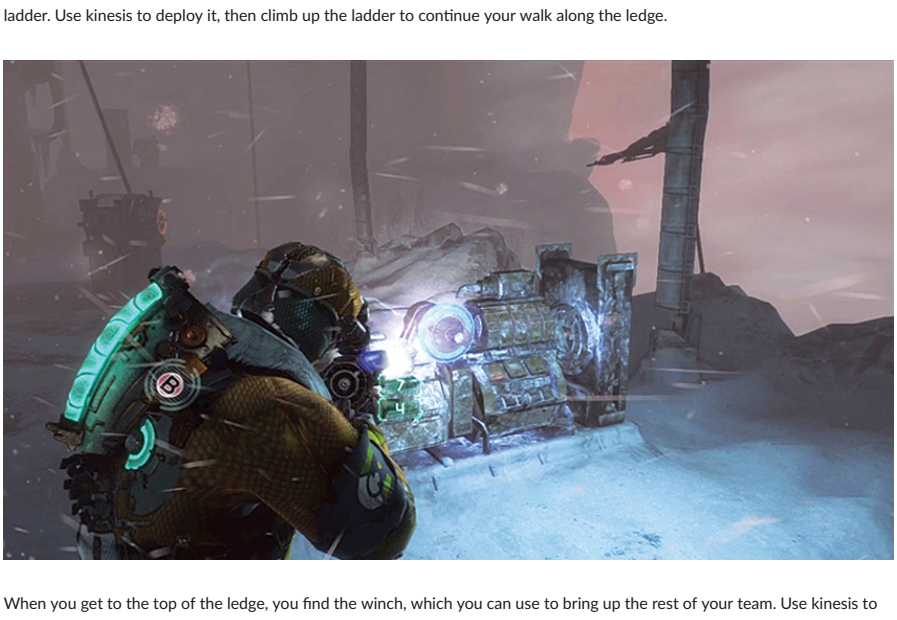
As you get closer to the top, a swinging cargo cage presents a new threat. Once again use stasis to slow its swing so that you can climb past it and make it the rest of the way to the top of the cliff.



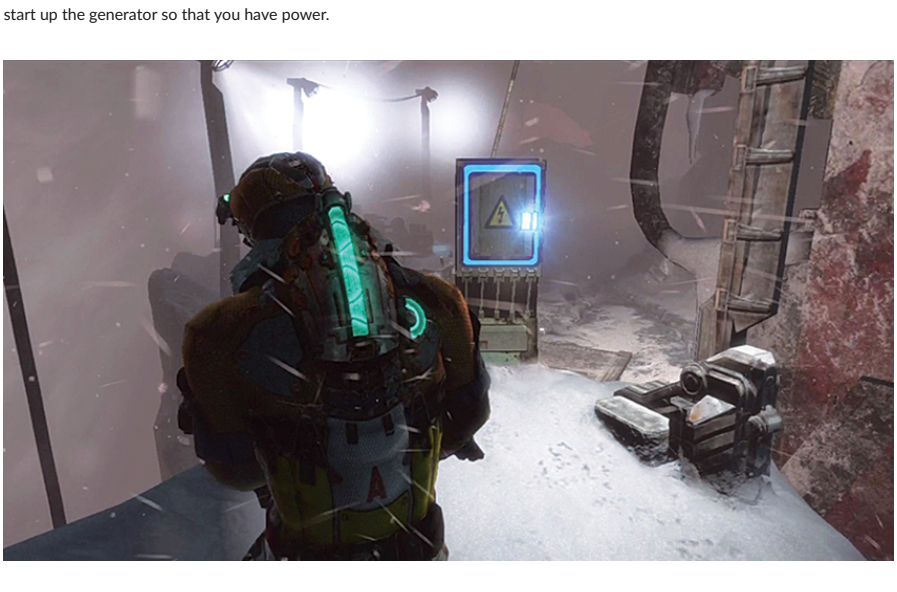
When you get to the top, select a scavenger bot and use it to find a good place to find resources. Once the scanner gives you a strong signal, release the scavenger bot to find some items for you.

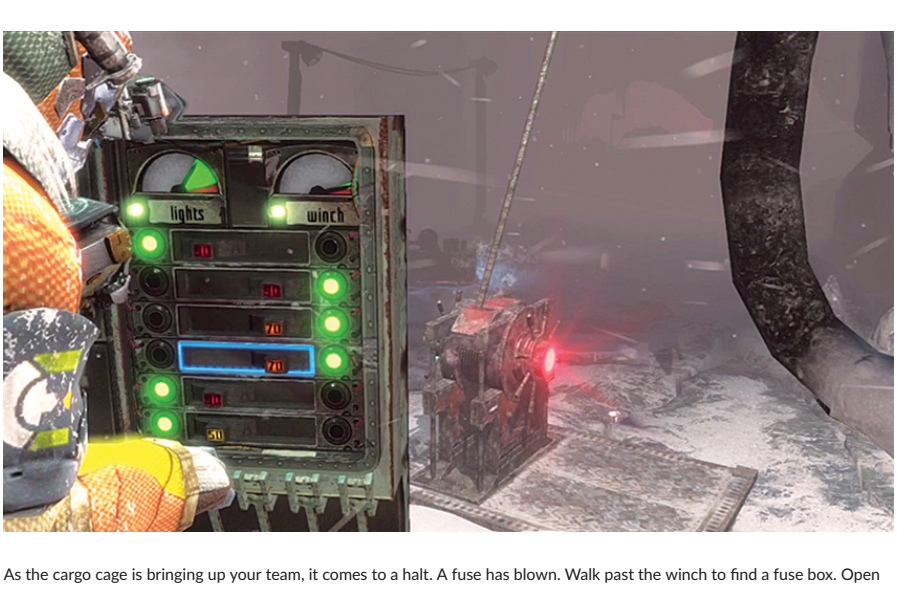


As you advance up the ledge, several Necromorphs attack. Defeat them and keep moving until you get to another emergency ladder. Use kinesis to deploy it, then climb up the ladder to continue your walk along the ledge.

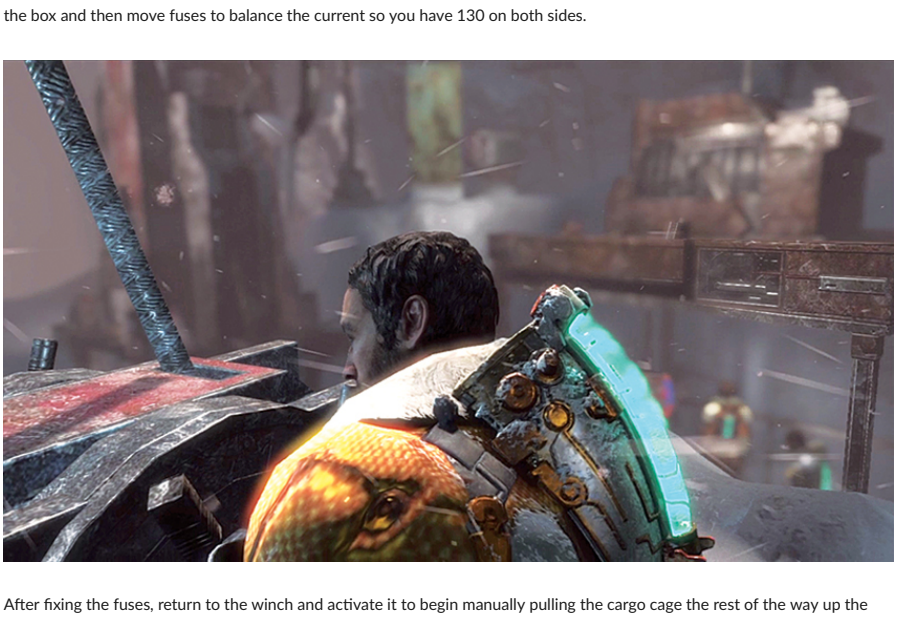


When you get to the top of the ledge, you find the winch, which you can use to bring up the rest of your team. Use kinesis to start up the generator so that you have power.

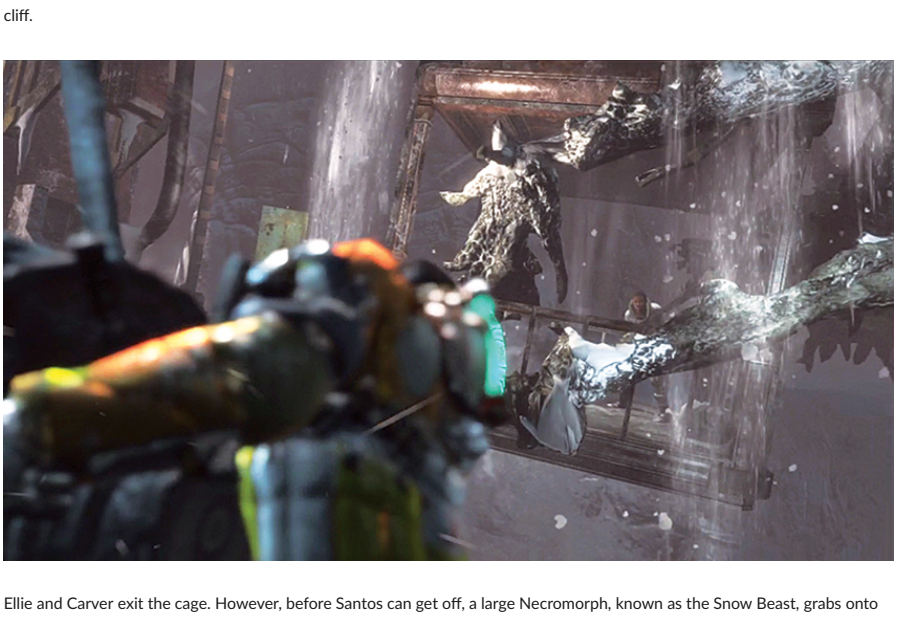




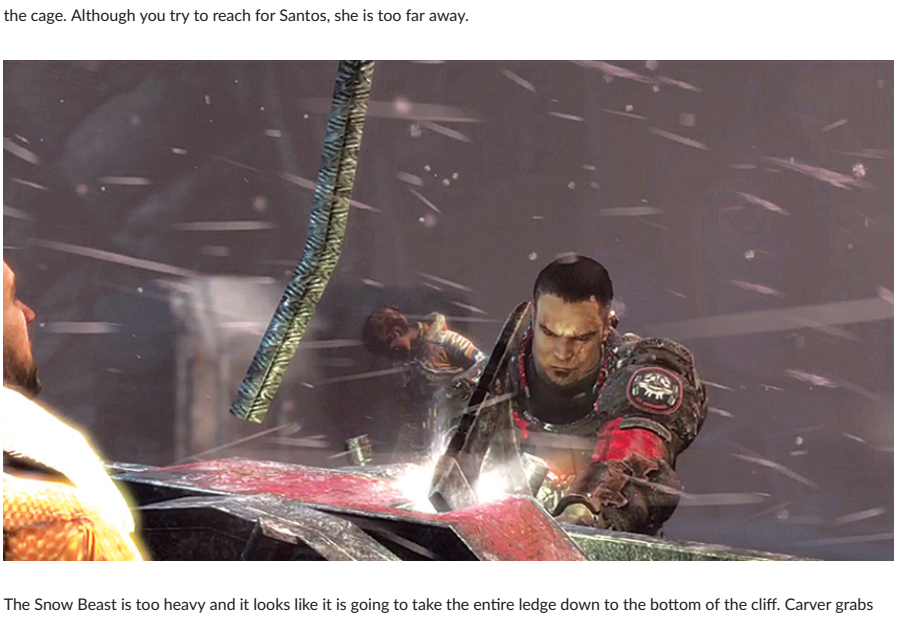
As the cargo cage is bringing up your team, it comes to a halt. A fuse has blown. Walk past the winch to find a fuse box. Open the box and then move fuses to balance the current so you have 130 on both sides.



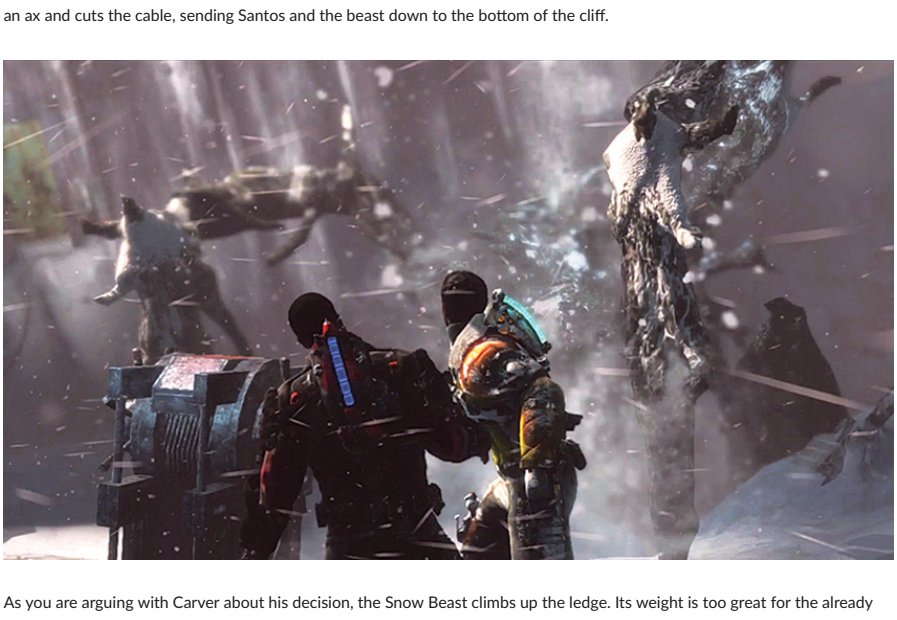
After fixing the fuses, return to the winch and activate it to begin manually pulling the cargo cage the rest of the way up the cliff.



Ellie and Carver exit the cage. However, before Santos can get off, a large Necromorph, known as the Snow Beast, grabs onto the cage. Although you try to reach for Santos, she is too far away.



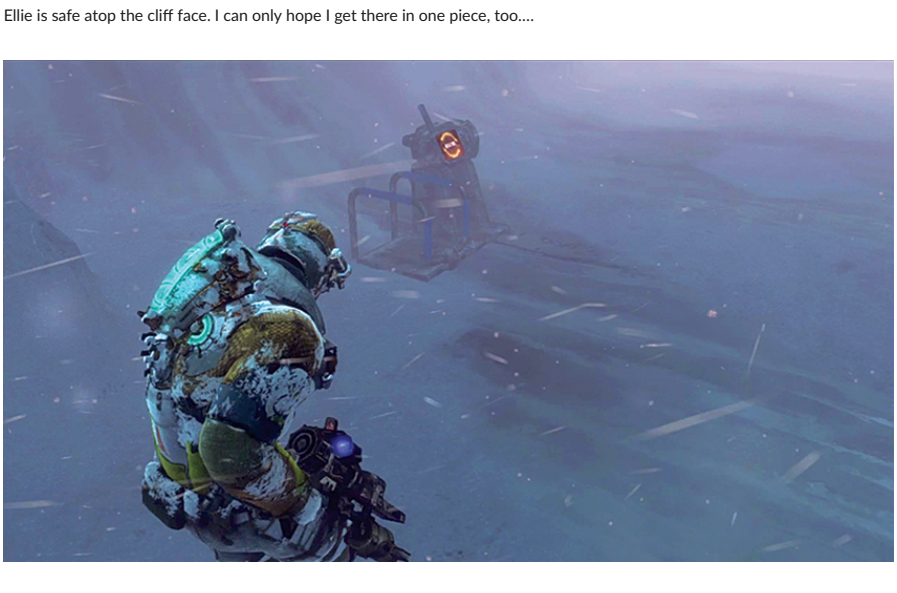
The Snow Beast is too heavy and it looks like it is going to take the entire ledge down to the bottom of the cliff. Carver grabs an ax and cuts the cable, sending Santos and the beast down to the bottom of the cliff.

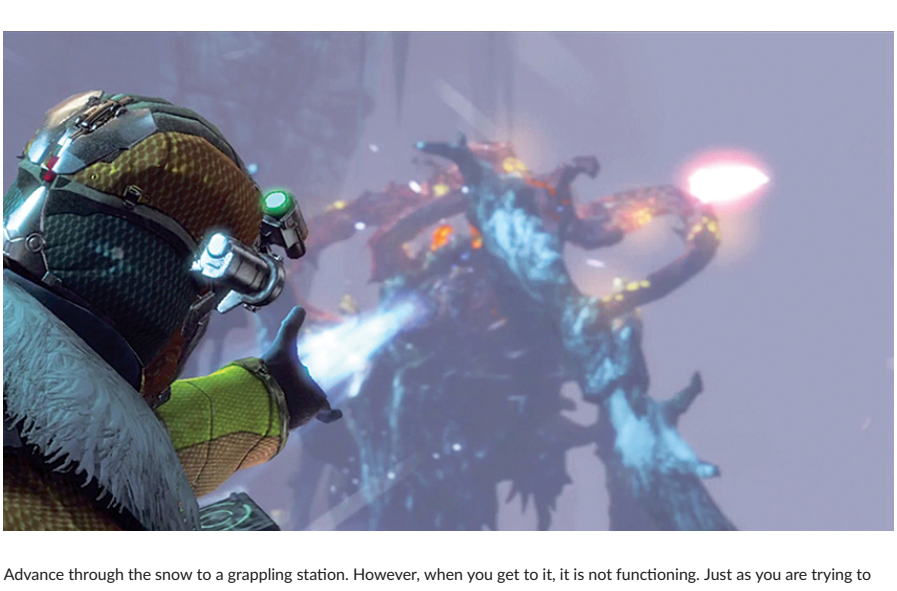


As you are arguing with Carver about his decision, the Snow Beast climbs up the ledge. Its weight is too great for the already weakened rock of the cliffside and it falls, taking you with it.

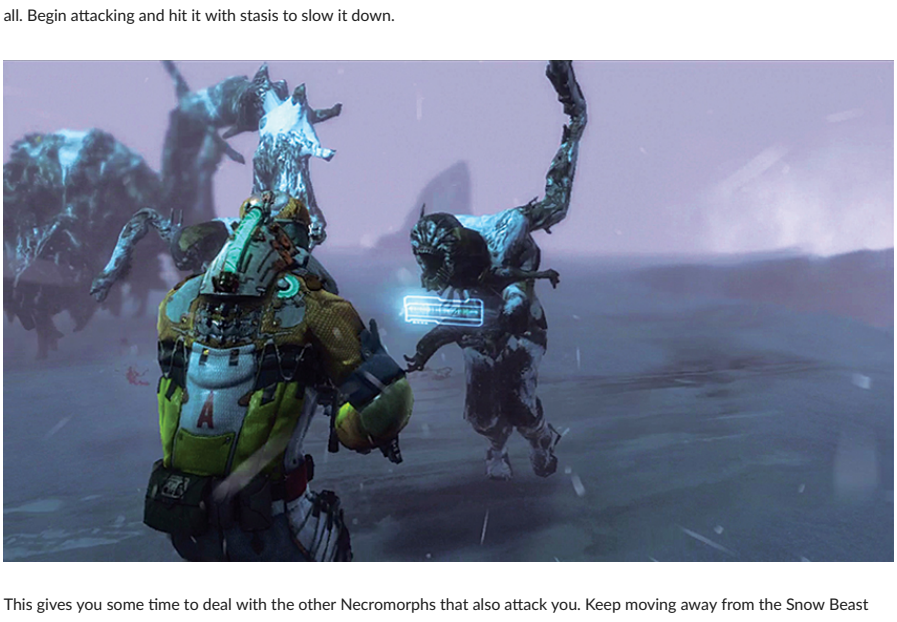
Reunite with Ellie

Ellie is safe atop the cliff face. I can only hope I get there in one piece, too....

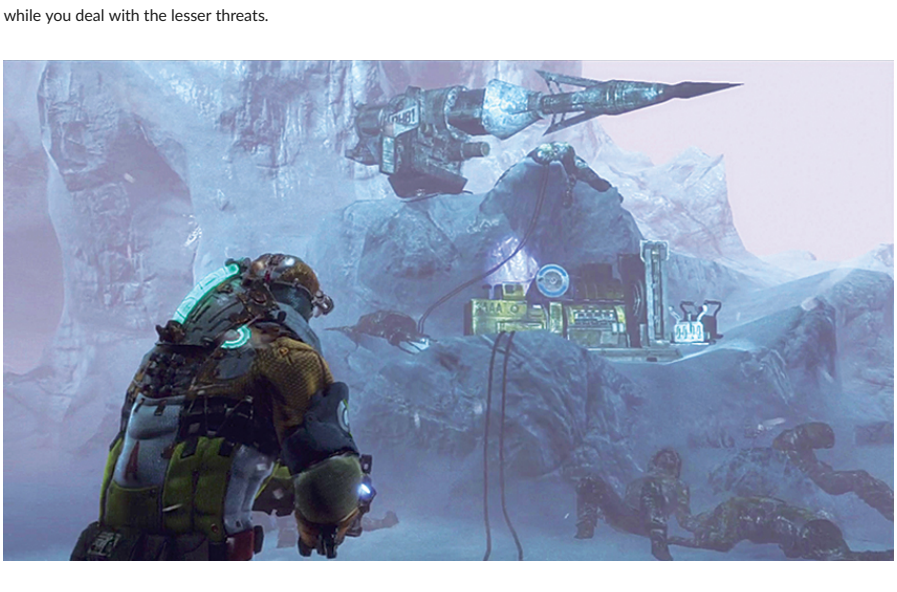


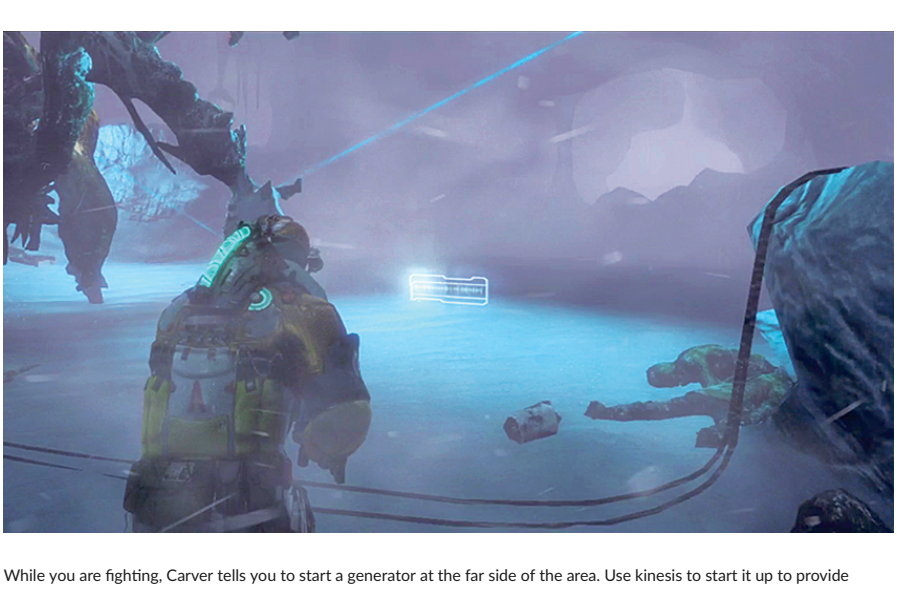


Advance through the snow to a grappling station. However, when you get to it, it is not functioning. Just as you are trying to determine what to do next, the Snow Beast attacks. This is the same Necromorph you faced twice before. Neither time were you able to kill it. Instead, you just injured it and forced it to leave. However, this time it is determined to kill you once and for all. Begin attacking and hit it with stasis to slow it down.

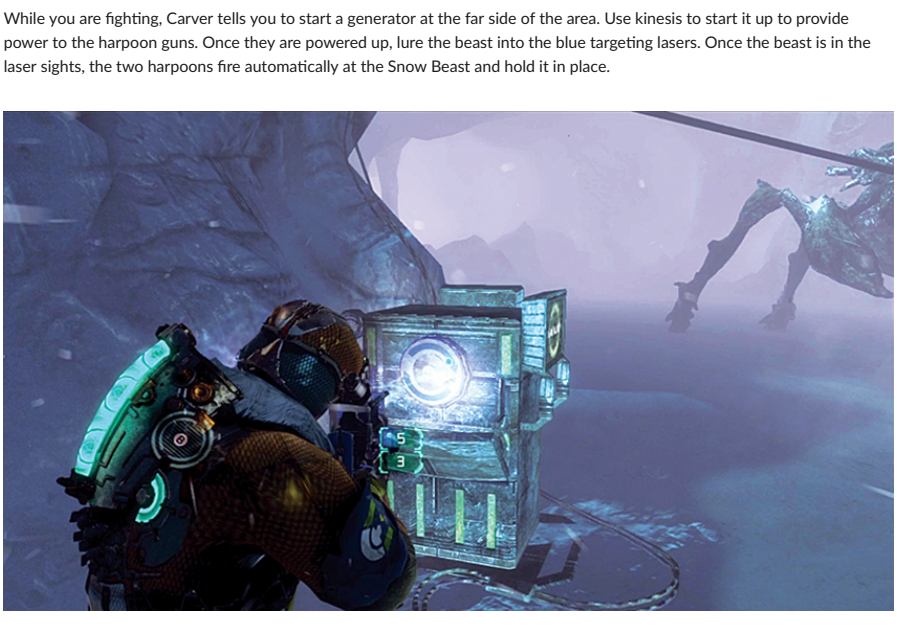


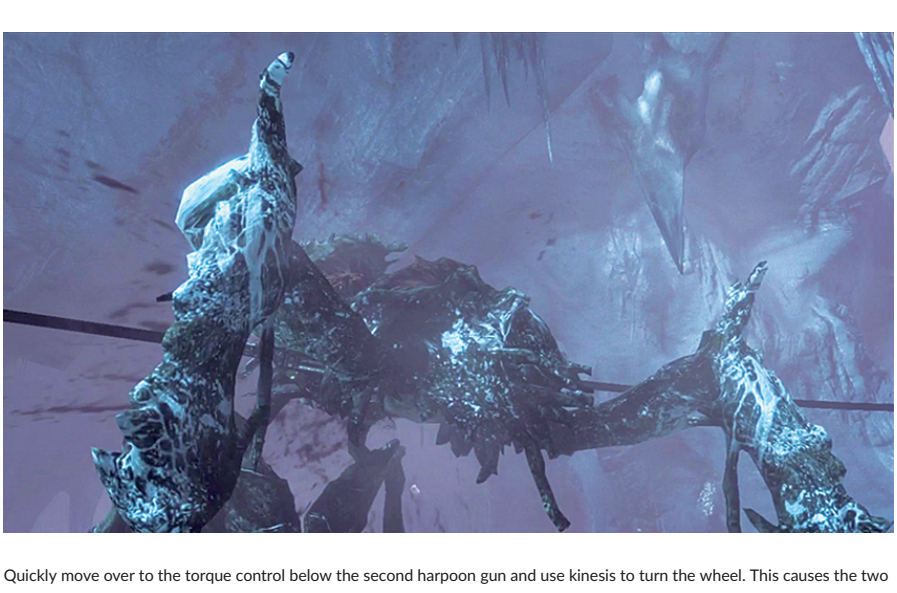
This gives you some time to deal with the other Necromorphs that also attack you. Keep moving away from the Snow Beast while you deal with the lesser threats.





While you are fighting, Carver tells you to start a generator at the far side of the area. Use kinesis to start it up to provide power to the harpoon guns. Once they are powered up, lure the beast into the blue targeting lasers. Once the beast is in the laser sights, the two harpoons fire automatically at the Snow Beast and hold it in place.

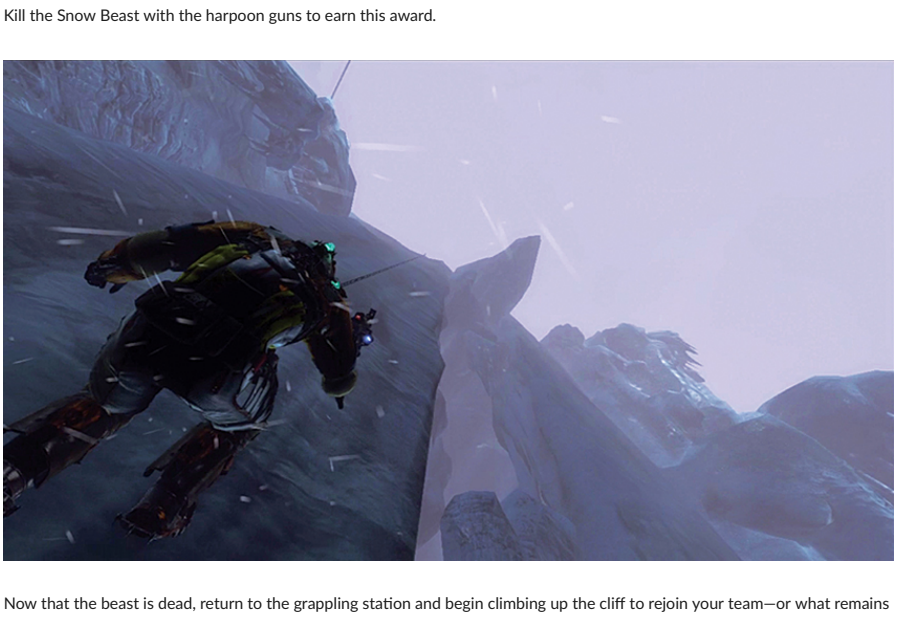




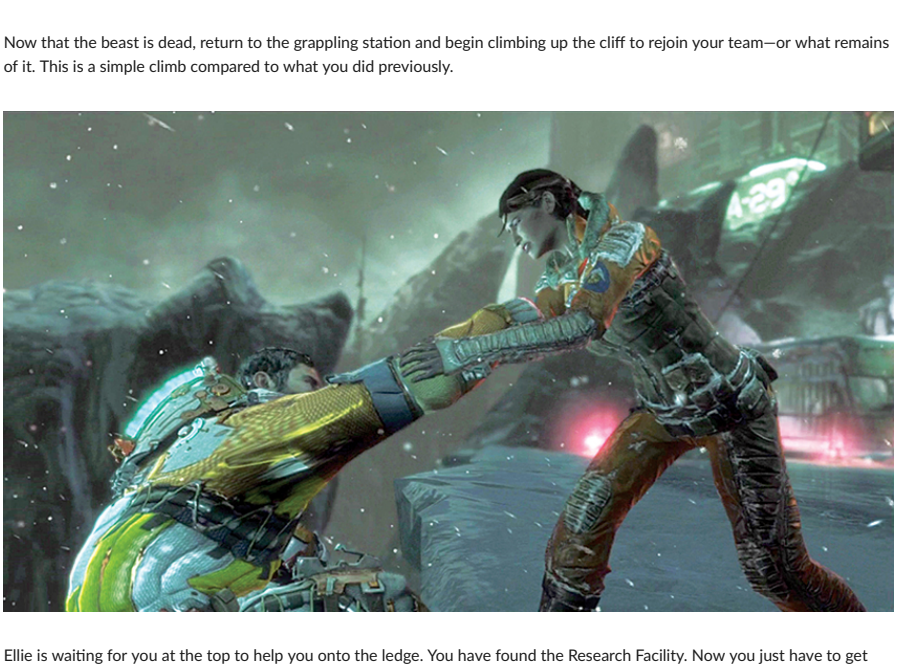
Quickly move over to the torque control below the second harpoon gun and use kinesis to turn the wheel. This causes the two harpoon guns to begin reeling in their harpoons—and pulling the Snow Beast apart—finally killing it in the process.

Hydra

Kill the Snow Beast with the harpoon guns to earn this award.



Now that the beast is dead, return to the grappling station and begin climbing up the cliff to rejoin your team—or what remains of it. This is a simple climb compared to what you did previously.



Ellie is waiting for you at the top to help you onto the ledge. You have found the Research Facility. Now you just have to get inside.

PRIMA GAMES

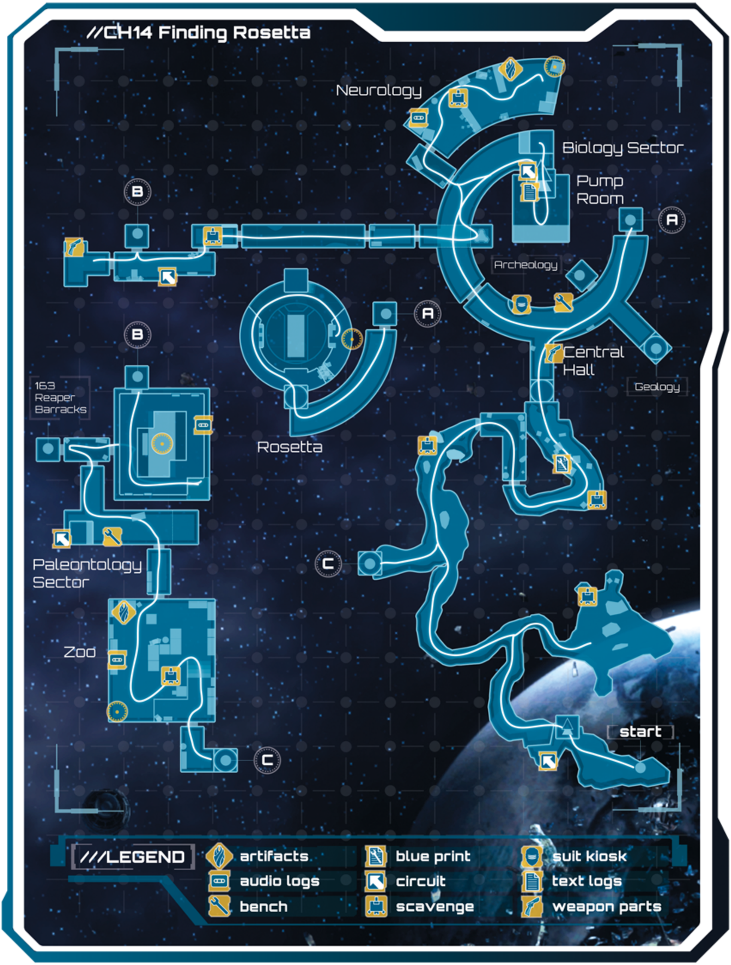
Walkthrough

Chapter 14 “Everything Has Its Place”

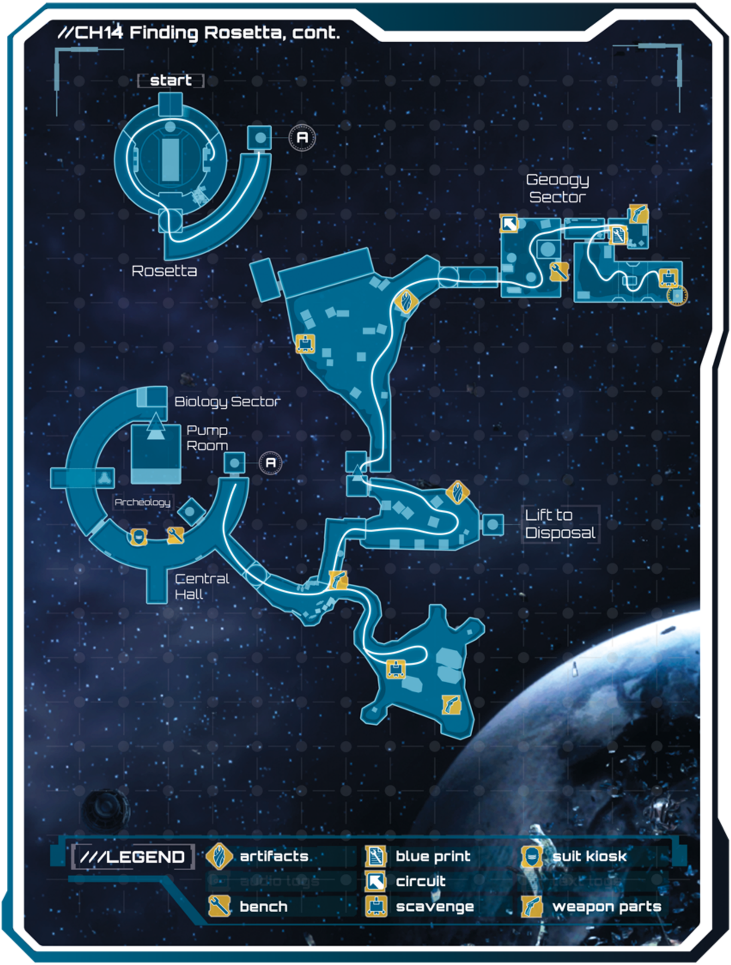
To operate and interact with the Machine, Isaac must first assemble a Codex—a translation device. Before her death, Santos theorized that the Codex could be assembled by following the instructions of somebody named Rosetta.

Level Stats

- Optional Quests: 2
- Co-op Quest: 1
- Total Artifacts: 7
- EarthGov Artifact: 1
- S.C.A.F. Artifacts: 3
- Alien Artifacts: 2
- Unitology Artifacts: 1
- Total Logs: 11
- Audio Logs: 4
- Text Logs: 7
- Circuits: 13
- Blueprints: 3
- Weapon Parts: 14



Click here for interactive maps



Click here for interactive maps

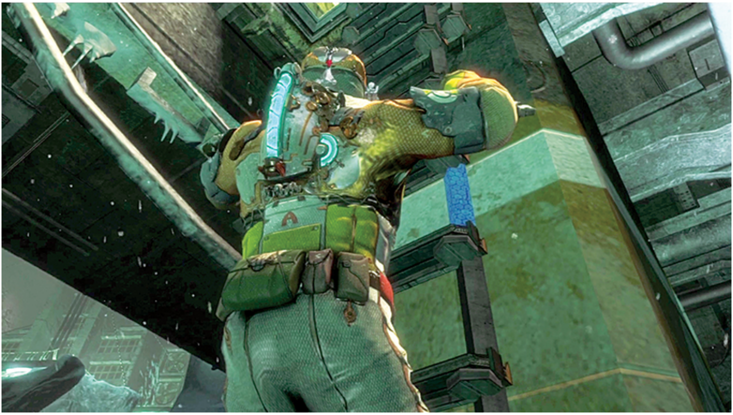
Tau Volantis Research Complex

Find Rosetta

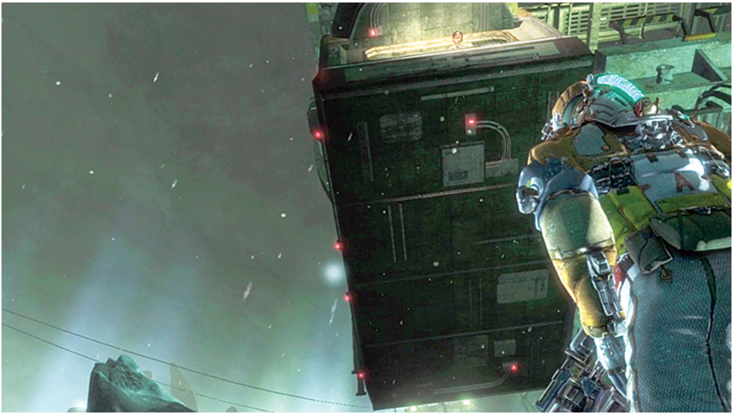
The key to interfacing with the Machine seems to lie within something called “Rosetta.” As far as we can tell, Rosetta is a translation research project. Perhaps the S.C.A.F. scientists were trying to find a way to speak with the Machine so they could change its instructions and turn it off. We must find Rosetta before Danik does.

Ride the Tram to the Facility

The different facilities of this S.C.A.F. outpost are connected by a tram system. Before she died, Santos discovered the key to communicating with the Machine is located in the outpost Research Facility. We can use the tram to get there safely and quickly.



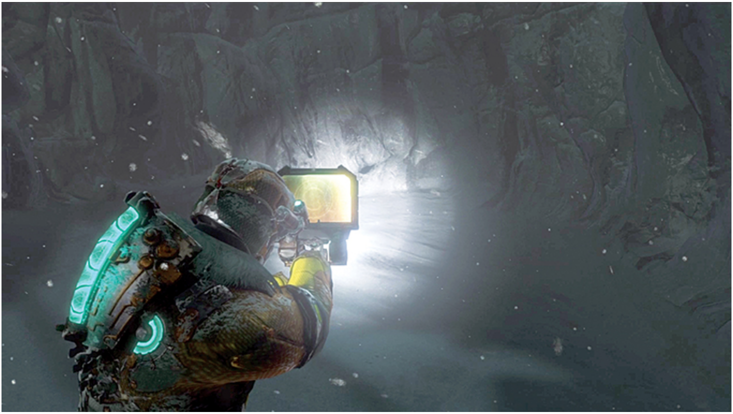
Your team has reached the Research Facility location. Now you just need to get in. Start off by climbing the ladder that leads up to a tram station. However, as you get near the top, the ladder falls way from the structure and you fall to the snow below.



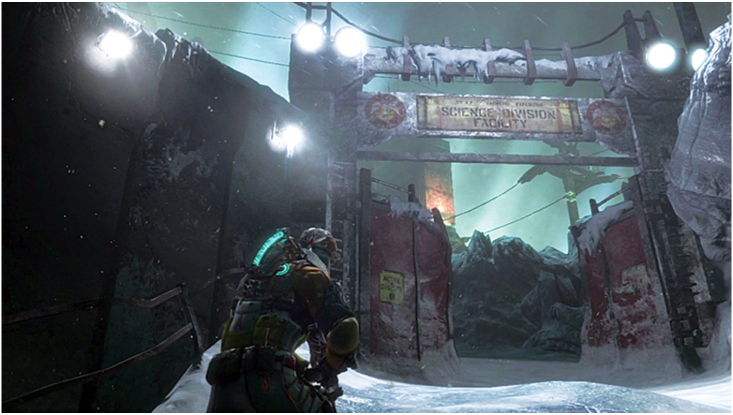
The rest of the team has already made it to the tram station. Ellie has found another way up and has send the coordinates to your RIG. It looks like you are walking instead of riding.

Find a Way into the Facility

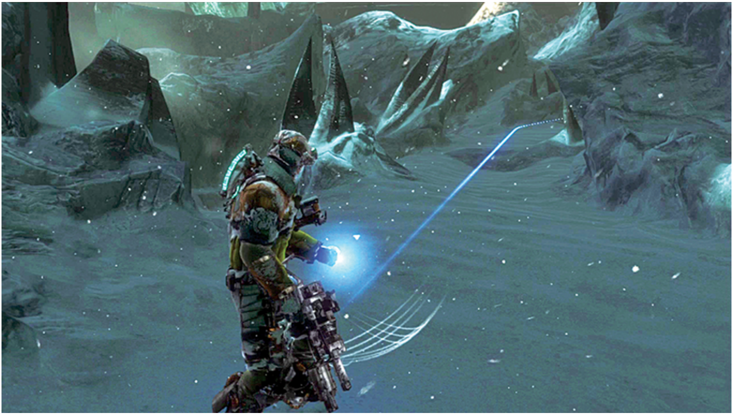
Looks like my journey will be on foot from here. The Research Facility can't be too far away, but I'll have to get there before night falls. There's no telling what danger may be lurking in the darkness.



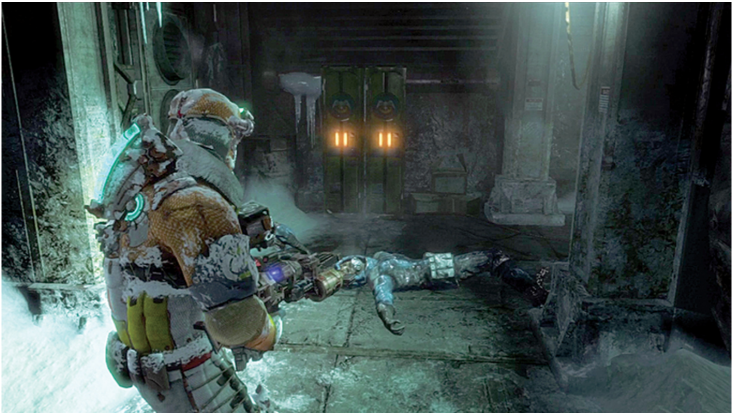
Follow the locator beam to navigate through a small snow canyon. Since you have nothing else to do while walking, take out a scavenger bot and follow the sensor until you find a spot where the beeping increases in frequency. Drop a scavenger bot here to look for resources, then return to the locator path to get to the facility.



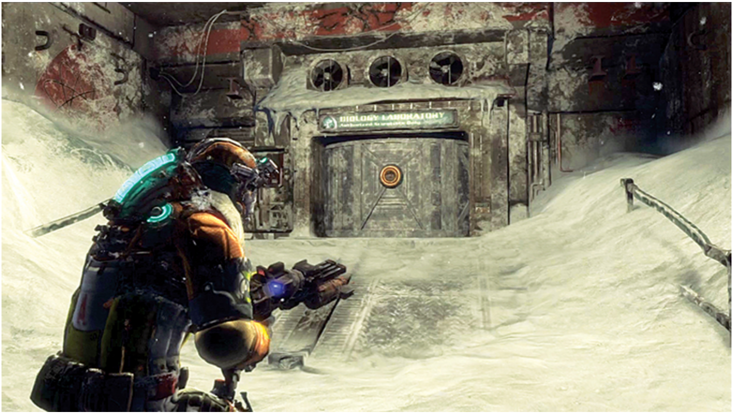
Eventually you reach the gates to the Research Facility. They are open—but is that a good sign? As you walk through a gates, you catch a glimpse of a Necromorph in the distance. However, it runs away. There is a door off to the left, but it is locked. Therefore, continue following the locator beam.



The path takes you through what looks like a Marker graveyard. You can see the tops of several Markers sticking up through the snow. By this time, you are almost there. Keep walking to the door and then open it so that you can enter.



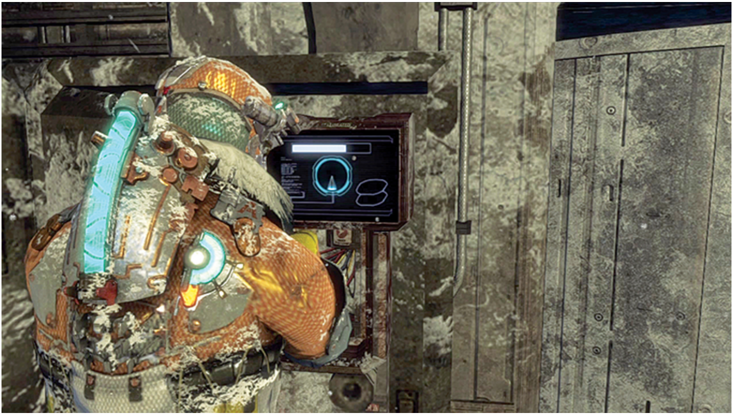
The hall you find yourself in is like a back door to the facility. There are some containers in here and some corpses, but nothing else. Continue through the door at the other end to return to the snowy outside.



As you press on through the snow, you see Danik's ship fly over you and to the facility. It is now a race. Keep moving all the way to the door of the facility.

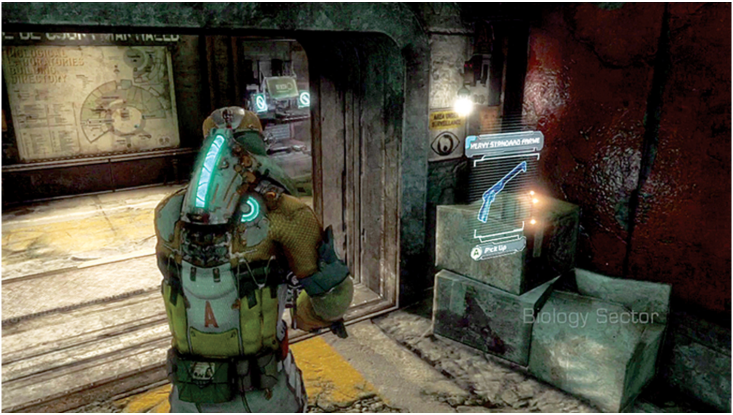
Meet Ellie in the Rosetta Lab

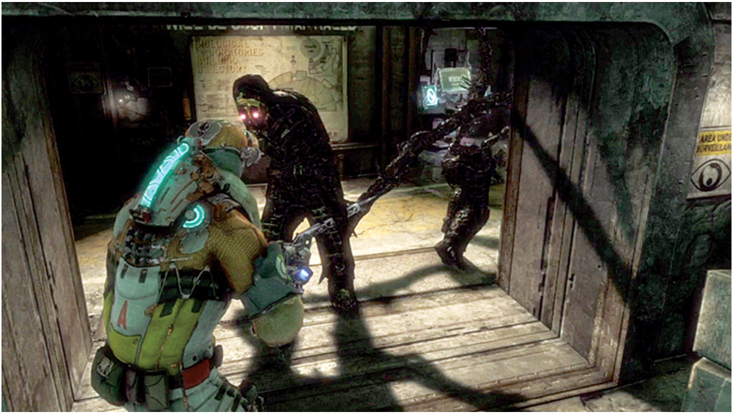
Ellie's determination to stop the Necromorphs must be what sustains her. She arrived at the Research Facility safely, and well ahead of me or Danik. Her RIG coordinates point to the Rosetta Lab.



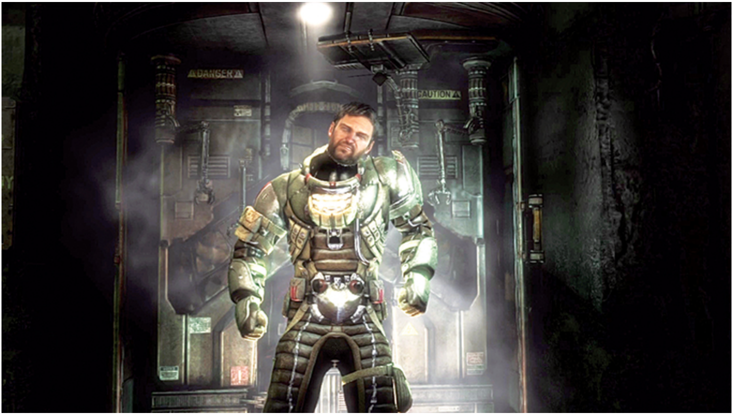
The door to the biology laboratory where you must enter is locked. However, you can hack the nearby console to unlock the door and let yourself in.

Biology Sector

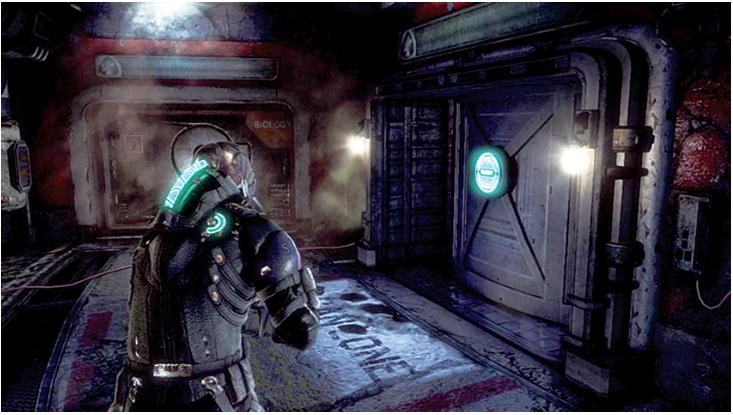




As you enter the facility, pick up the heavy standard frame weapon part located right in the entrance way. Then get ready to deal with several Spawn. They are followed by larger Necromorphs that move in to attack. Stay back by the entrance and open fire. If you go out in the hallway, you can be attacked from two different directions. You may notice that many of the Necromorphs that are attacking you now are darker in color, but look similar to others you have fought. The darker versions are tougher to kill, so be ready with lots of firepower and don't be afraid to throw some stasis around to slow them down.



Once the battle is over, move into the hallway, where there is a workbench as well as a suit kiosk. Be sure to visit the kiosk because a new suit is available. The legionary suit is decommissioned military armor worn by the twenty-third century S.C.A.F. forces. Put it on for some extra protection. This is also a good time to upgrade your RIG if you need to. Once you are finished, advance down the hall to the right all the way to the end and take the elevator up to the next level.

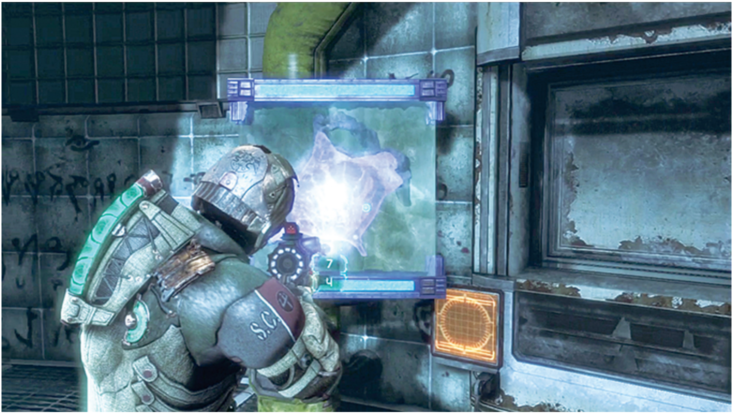


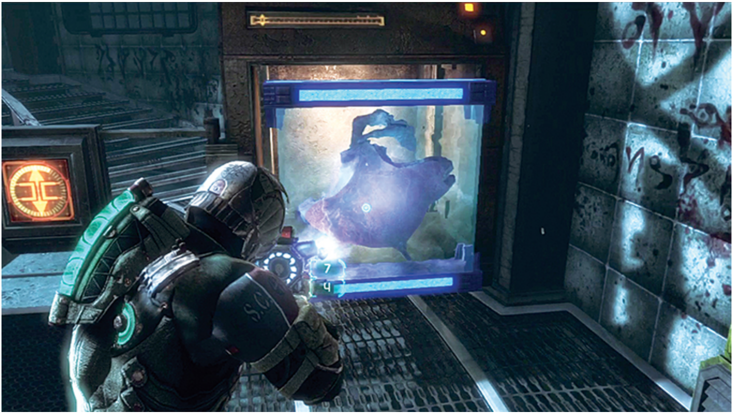
Exit the elevator and follow the hallway to the end and go through the large door on the right. You must wait for a bit while you are decontaminated, then enter the room where Ellie and the rest of the team are waiting.

The Rosetta room is where Rosetta must be assembled and then decoded. However, the scientists 200 years ago cut up Rosetta into pieces. While some of the pieces are in the assembler, the rest are missing.

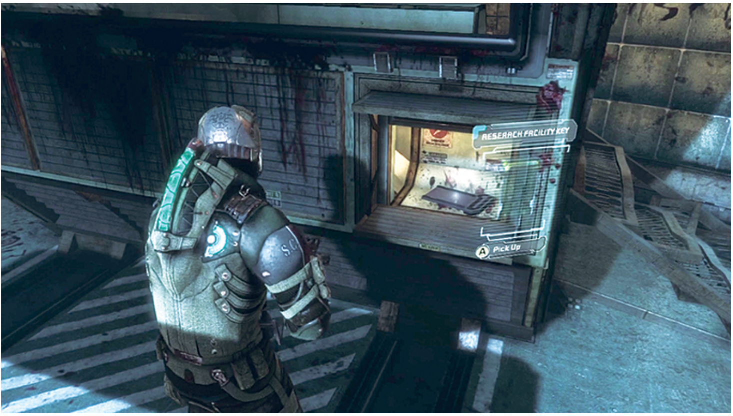
Collect the Rosetta Samples

Rosetta isn't a person—it's an experiment! The S.C.A.F. scientists must have theorized that completing the Rosetta experiment would allow them to communicate with this so-called "Codex." The Rosetta samples need to be brought back to the lab—I must find them. Two of the samples are located in the Biology sector, two are in the Paleontology sector, and one is in the Geology sector.

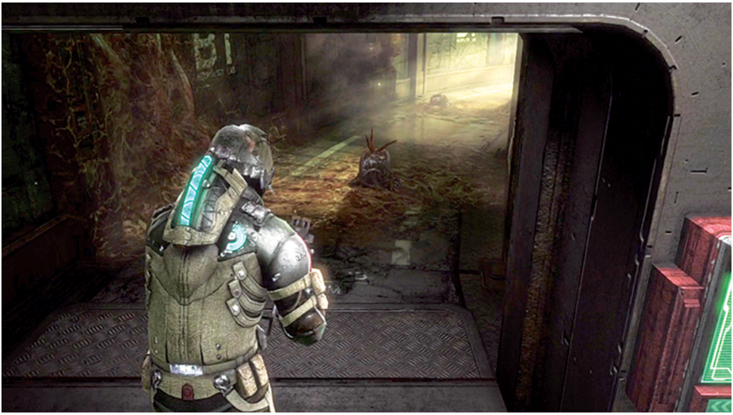




The first sample you need to find is in the Rosetta room. Go to the right side of the room and activate a console to open a compartment. Use kinesis to grab the sample and carry it across the room to another compartment connected to the lab's cataloging system. Once the sample is in place, activate the console to send it on its way. It will eventually be moved to the assembler. You have found one of the samples in the Biology sector. Now you need to find the second one.



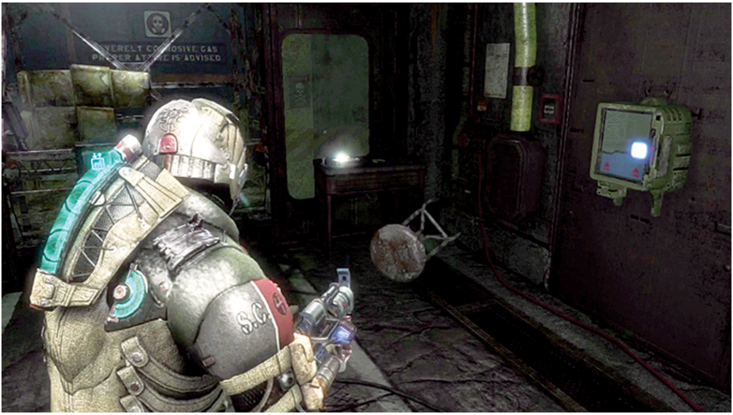
Before you leave, pick up the research facility key that Ellie has found. This will allow you to get through some of the locked doors. Now head out of the Rosetta room. Follow the hallway back to the elevator and take it down to the level where you first entered the facility.



Since you now have the key, you can open the door at the end of the hallway. However, the hallway beyond is covered in growth and there are several Cysts. These Necromorphs attach themselves to surfaces such as floors and walls and spit out an explosive sac when something comes near them. Shoot them from a distance to avoid getting hit.

Weedkiller

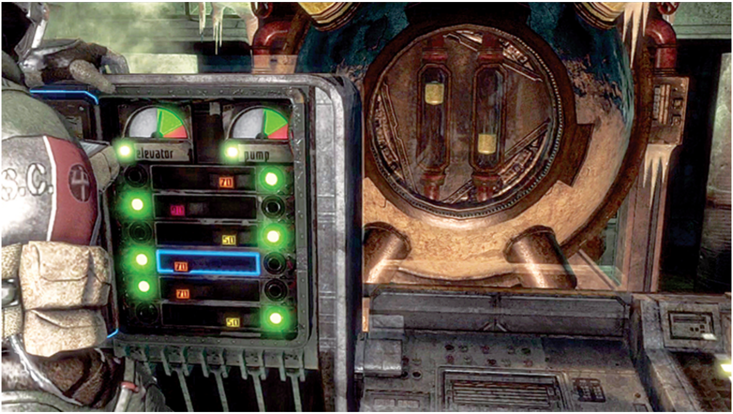
If you want to earn this award, don't shoot the Cysts. Instead, hit them with stasis and move past them. For the three on the floor, you need to catch their sac while it is in the air with kinesis so that it does not come crashing down on the Cyst and kill it. You want to keep them alive—for now. Then when you release a poison gas cloud later, you need to kill at least five with the same cloud of gas to be rewarded with the Weedkiller.



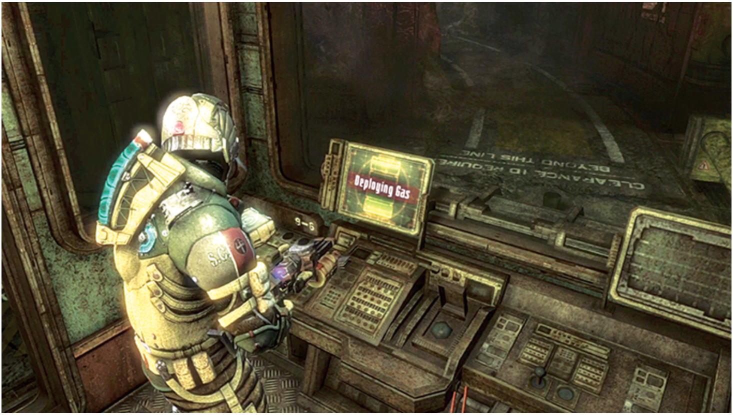
Get all the way to the end of the hall and go through the door on the right into a pump room. Inside, pick up a circuit from a box on the wall and a text log that is lying on a table. Then use the cargo lift to ride down to a lower level where the pump controls are located.

//Text Log: "Sterilization Procedure"

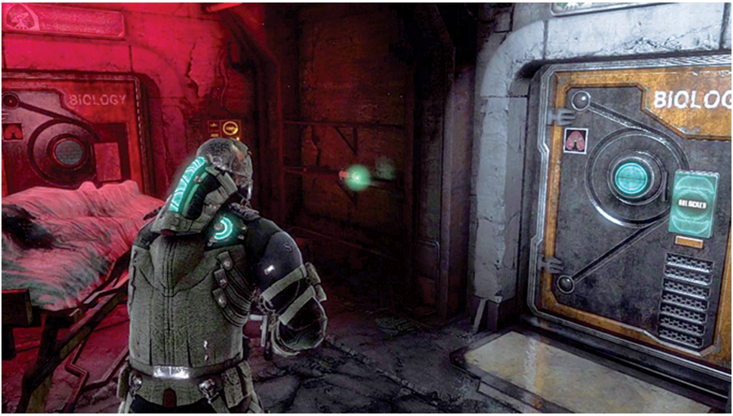
In the event of containment failure, sterilization gas must be administered from the nearest sterilization booth. These airtight chambers will protect you from the highly corrosive sterilization gas. All unprotected biological tissue in the affected area will be disintegrated. It is important that the sterilization gas mixing station be maintained at all times. Your safety and the safety of those around you depend on it.



As you descend in the lift, Lurkers on the walls begin attacking. Kill them to clear out this area, then advance to the power box. Open it and adjust the fuses so there is power to both the pump as well as the elevator. If you just do the pump, you can't use the lift. Once the power is set, take the cargo lift back up to the top. As you get off, Necromorphs come out of the ducts and attack. Neutralize them and then exit this room to get back to the hallway.



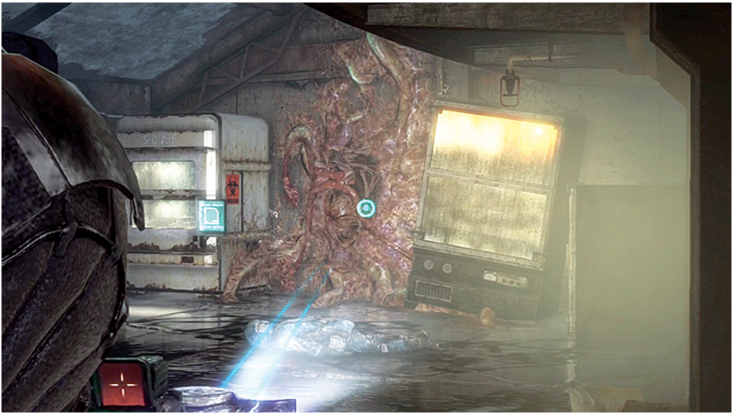
Once in the hallway, move into the control booth and activate the controls to begin deploying the poison gas. This kills all of the growth in the hallway so that you can access a doorway and the cargo lift to get to your objectives. Wait until the gas clears, then exit the booth.



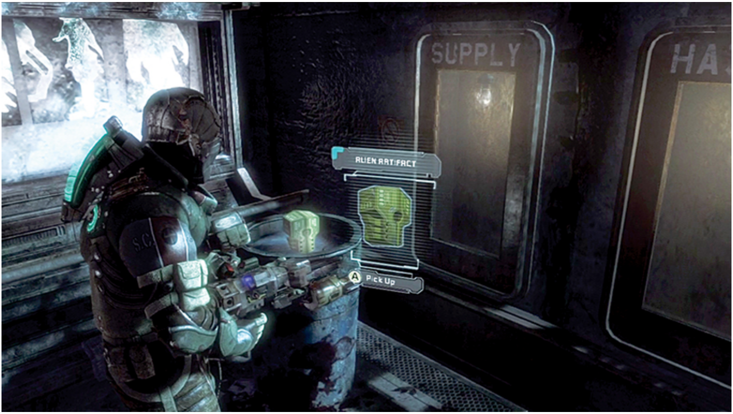
Walk back down the hallway and go through a door on the right side. This takes you into a small hall, so continue through another door into a neurology lab. Inside, listen to an audio log.

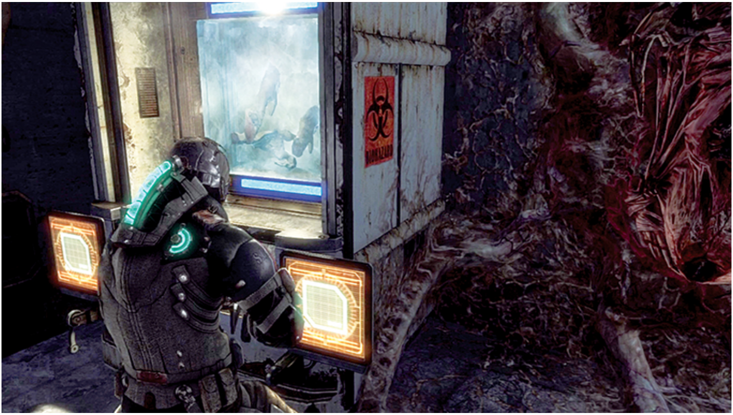
//Audio Log: "Piece Brains"

Dr. Earl Serrano, status update. I now realize why the alien Machine was rejecting our Codex. The instructions were being garbled by the second set of DNA—the aberration. We found a new specimen today—a pure and intact specimen. Its DNA is completely pristine and I have high hopes that this is the breakthrough we were looking for!



As you advance through the lab, you see a Guardian at the far side. Hit it with stasis and then shoot off its tentacles to kill it. It sends out Spawn that animate corpses that also attack you.





Once all the Necromorphs as neutralized, search the room to find an artifact sitting on a barrel. Now activate the controls near the Guardian to open a hatch so that you can retrieve the second sample. Use kinesis to carry it across the room to the cataloging system. However, as soon as you pick up the sample, more Necromorphs pour into the room. Kill them all and then finish taking the sample to its destination. You have found both samples in the Biology section. Now it is time to head to the Paleontology section for two more.

//Alien Artifact 4

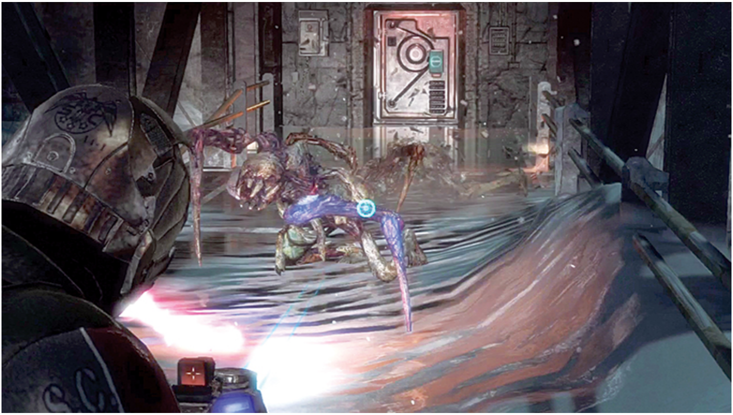
Personal Log: Dr. Alexei Obruchev

I suppose the others thought it crude when I tacked poor Pvt Freeman to the wall and gutted him like a fish. But I felt the point had to be made. And what clearer way than to show the evidence directly?

The aberrations observed in the private's skeletal structure and the reorganization of his internal organs show unmistakable similarities to the specimens we fished out of the ice. The same force that twisted his corpse into a deranged killing machine is intrinsic to this planet's evolution.

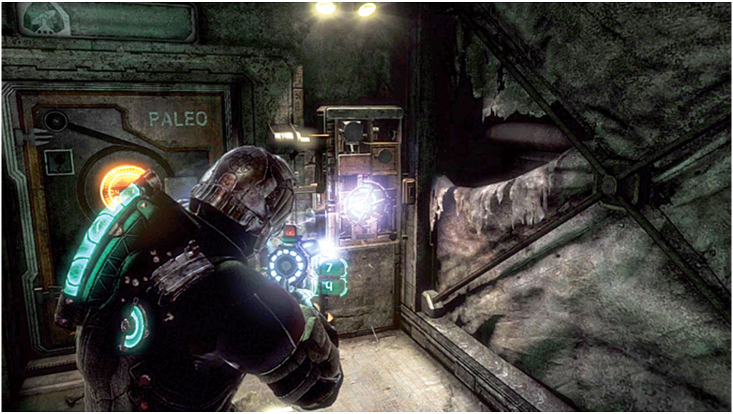
Further, everything appears to be linked to the signal carried by all Markers. Even now the signal can be traced through Freeman's body, making minute changes to his structure and causing his cells to continue living.

This may explain how the specimens we've found have remained in such excellent condition after two million years in the ice.

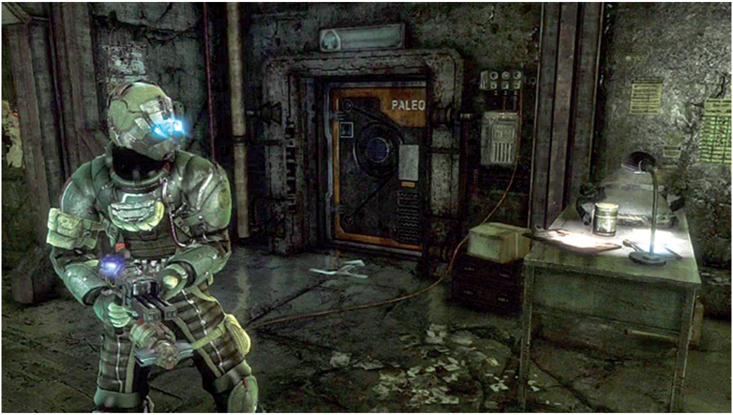


Exit the neurology lab and then make your way back to the long hall where the Cysts were. Climb onto the cargo lift and ride it up to the next level. Once there, move through a door that leads to the crossover. Continue through another doorway and you find yourself on the crossover, a long, elevated walkway that connects the Biology section with the Paleontology section. Unfortunately, as you begin walking across, Necromorphs drop down from the ceiling—both in front of you and behind you. Open fire and start taking them down.

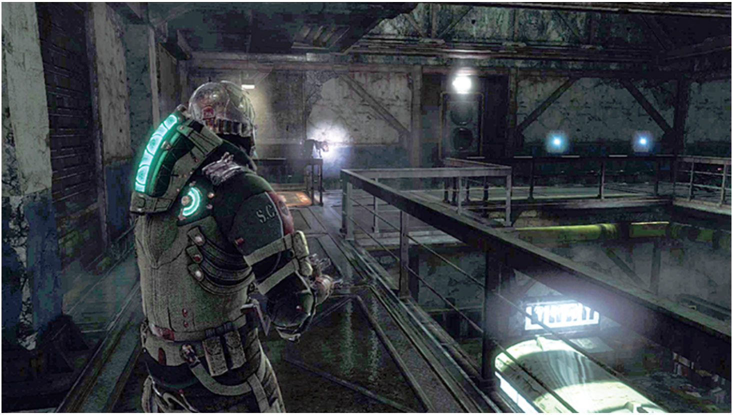
Paleontology Sector



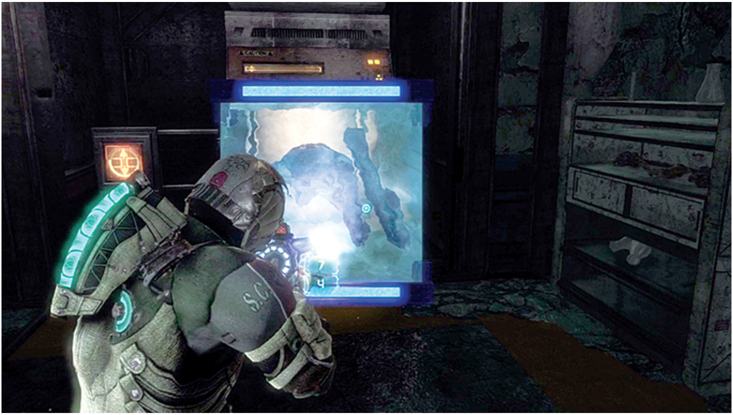
After neutralizing all of the creatures, continue to the end of the crossover and move through a doorway into a small hall. The next door is locked. Use kinesis to pull off the cover of a mechanical box to the right of the door, then use kinesis again—this time to turn a wheel that opens the door.



Follow the locator beam into a small office. There is a circuit box on the wall where you can get a circuit as well as a key to the Reaper's Barracks. Picking it up unlocks on optional quest. At the far end of the office is a loot room. You need a torque bar to unlock the door. Once inside, you can find an explosive module weapon part as well as other items. Now head back into the office and use the elevator to get down to the lower level.



From the elevator, you exit onto a catwalk. You can search some smaller lockers along the wall. Make your way to the far side of the room to a cargo lift. You need to ride it down to the lab below. However, as you approach the lift, you come under attack. Try to back into a corner away from ducts and fight off the Necromorph assault. Defeat them all, then ride down to the lab.

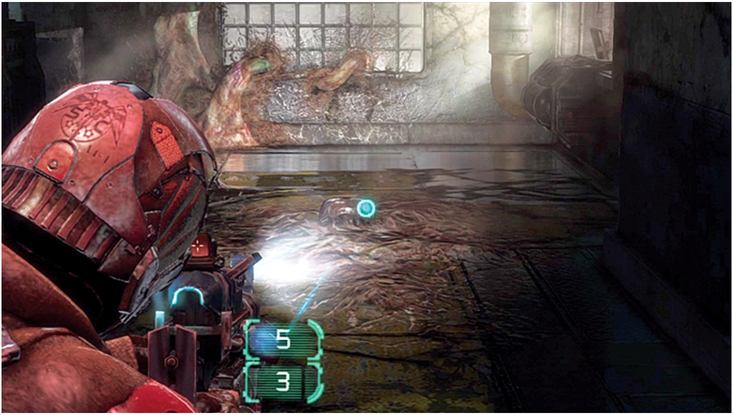


The lab contains an audio log, so be sure to listen to it. Then go to work getting the sample. It is in a device that you must manipulate to get the sample out. The sample is located in the left side of the device, There are three slots through which you must move the sample. To get through, all three must be at 0 degrees, or completely vertical. There are two control wheels—one on each side of the console. The control on the left side turns the left slot 90 degrees toward you and the middle slot 60 degrees toward you. The control on the right turns the right slot 60 degrees away from you and the middle slot 90 degrees away from you. Use the controls to rotate the slots so all are at 0 degrees. Then activate the console on the control panel to send the sample through all three slots. Move around to the other side of the device and pick up the sample with kinesis. Carry it to the right to the cataloging chute to send it back to Ellie in the Rosetta room.

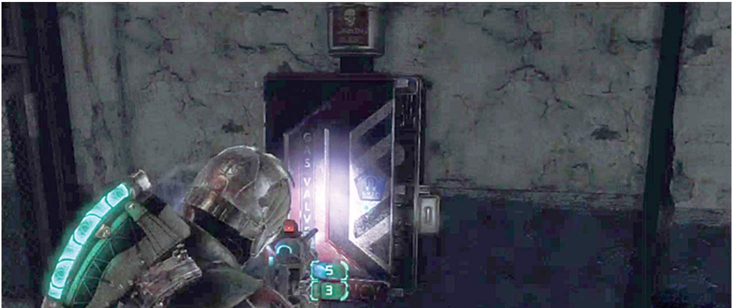
/Audio Log: “Two Strands”

Dr. Earl Serrano, status update. It is well known that the surface of all Markers contain glyphs. No one is entirely sure what they mean, but they exist as a distinct language we attribute to the Marker’s creators. However, our deep dig teams are reporting the discovery of another set of glyphs—a new set—found on the structures we’ve uncovered below the planet’s icy crust. I’ve ordered several artifacts sent up for closer inspection. If this is what I think it is, it could change everything.

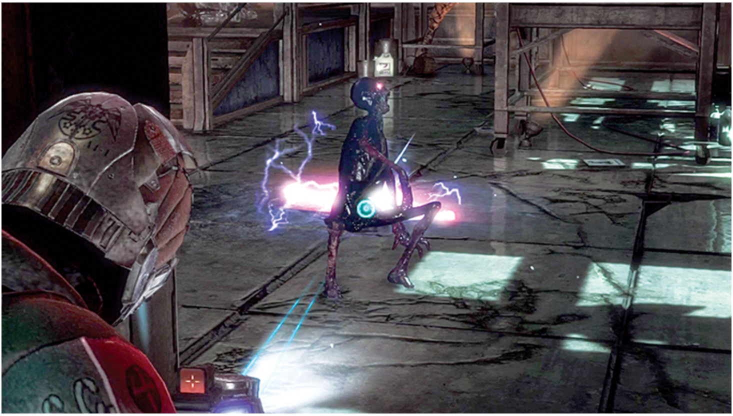
Now exit through the door on this level to get to a small hallway. Here you can take the elevator to the Reaper Barracks to complete the optional quest or continue through another door to toward the second Paleontology sample. It is a good idea to go to the Reaper Barracks and this is the best time to do it. The walkthrough for that optional quest can be found later in this section.



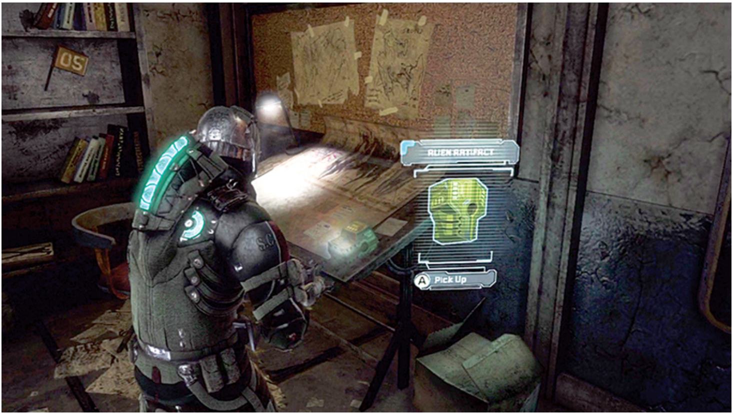
As you continue toward the next Paleontology lab, you must move through a corridor containing Cysts. Shoot them as you advance so that they don't hit you. When you get to the intersection, go to the right and look behind the booth to find a circuit box. Get the circuit and then continue down the hallway in the other direction.

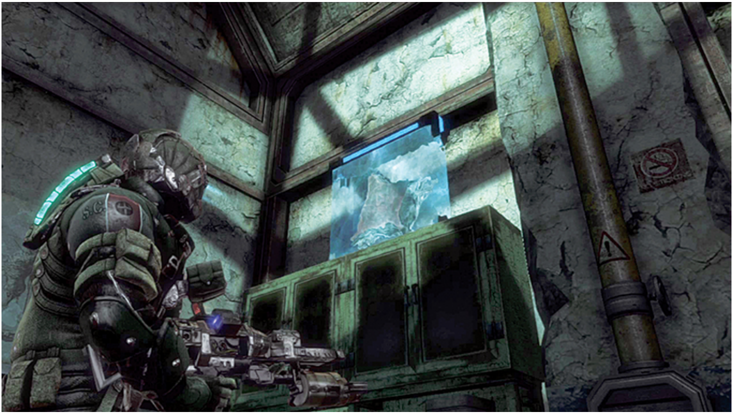


A gas valve box is at the end of the hall. Get past the Cysts either by shooting them or hitting them with stasis if you did not earn the Weedkiller award earlier. Use kinesis to remove the panel from the box, then use kinesis again to turn the valve. Rush back to the control booth and activate the console to deploy the poison gas to kill the Cysts and remove the growth from the doors. This also activates a workbench in the hallway.



After the hall has been sanitized, advance through a door near the workbench. Continue through another door into the lab that someone has nicknamed the "Zoo." As you open the door to this lab, you see a Feeder inside. Fire at it and the other Necromorphs that enter the lab. Stay in the hallway and kill the beasts as they rush toward you. This also prevents the hostiles from getting behind you.





Once the fight is over, move into the lab. Pick up an artifact on a desk to the right of the door. Search the rest of the lab to find an audio log. The sample is located on top of a cabinet on the left side of the room. Use kinesis to move it across the room and into the cataloging chute to send it on its way. You have now found four of the five samples. Only one more remains.

//Alien Artifact 3

Personal Log: Dr. Alexei Obruchev

I am first and foremost a scientist. It is our duty to be bold in our studies. It was, therefore, my decision to attempt a controlled thaw of an intact specimen.

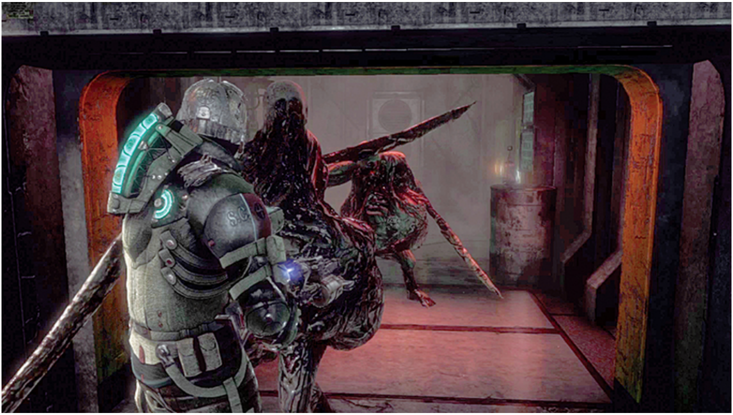
While I'm sure many will miss his antics around camp, I remind my colleagues that it was Pvt Freeman's decision to volunteer for the duty of handling the specimen while we stood in the protective safety of the control booth.

I'm sure we were all surprised when the ancient tissue showed twinges of life once freed from its icy encasement. And no one was more surprised than the poor Private when a previously unseen appendage snaked forth from the thawed carcass and into his chest cavity.

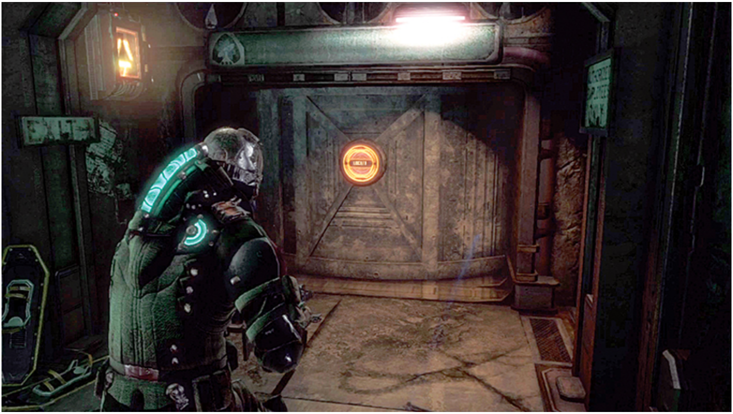
It may have been Pvt Freeman's end but I'm sure he would have been happy knowing science had taken a bold step forward that day.

//Audio Log: "Piece Gills"

Dr. Earl Serrano, status update. It appears that all the specimens share some common features that are quite surprising: gills! Along with what I presume are swim bladders and collapsible fins. This is quite improbable for a frozen wasteland ... unless, it was not always frozen. I now believe this planet was once a vast liquid ocean, and that a single, sudden event caused a flash freeze, trapping everything in the ice.



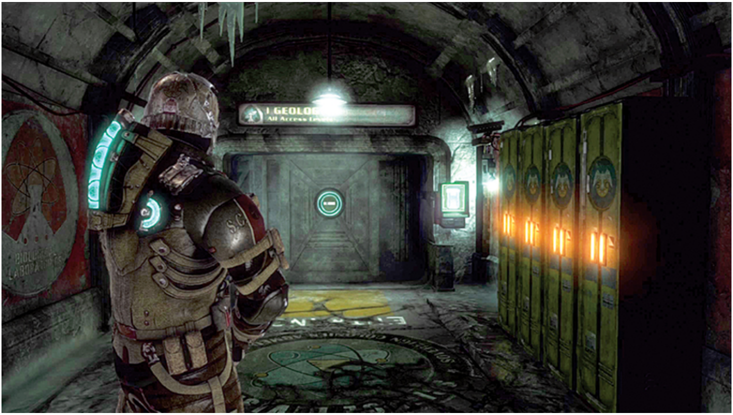
Exit the lab through the large door. As the door opens, there are two Pregnants waiting. Shoot for the heads to avoid releasing the Spawn inside their bloated bellies. More Necromorphs rush to join in the attack. Pull back into the lab to give yourself some more room to maneuver and so that you can use ranged fire rather than be forced into melee combat.



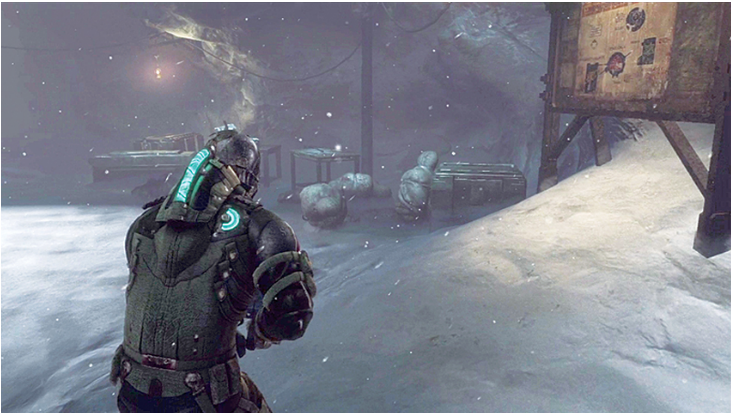
The door leading out of the facility is locked. However, you can easily unlock it by shooting the capacitor box on the left wall. Once it is in smoking ruins, the door unlocks. Go through it to return to the snowy exterior in front of the Research Facility. While you could backtrack through the Paleontology and Biology sectors, this is a shortcut to the Geology sector.

As you emerge from the facility, you see Danik's gunships patrolling the skies above. They are using searchlights to scan the ground below. Don't let them see you by avoiding the spotlights. If you get caught in the lights, the gunships open fire on you. Run away and try to lose the light by moving to the left or right. However, keep going toward the back door entrance to the facility where you first entered. Once inside, you are safe from the gunships.

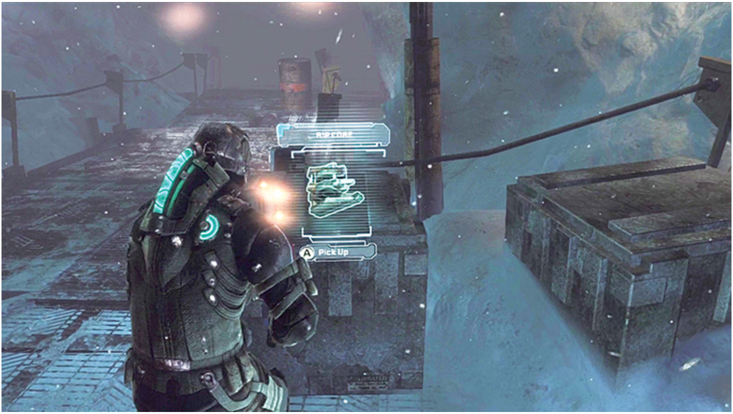
Continue up the snowy slope to the Biology facility. Unitology soldiers are waiting for you. Before they can open fire on you, they are attacked by a new type of Necromorph. This Twitcher can move extremely quickly and rushes in for melee attacks. Your best bet to defeat it is to use a weapon with a stasis attachment so each hit slows the Twitcher down a bit. If you don't have that type of weapon, then try to hit it with stasis and then open fire while the creature is slow enough to hit. Also use melee attacks when they get in close. Kill the Twitcher and other Necromorphs that pop up out of the snow and then continue to the facility.

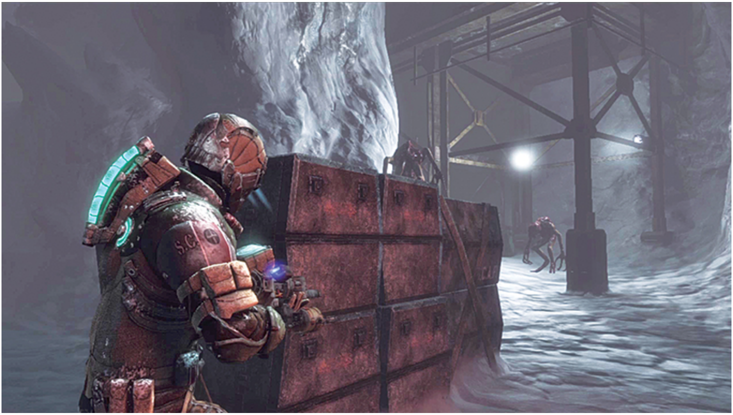


Once inside, follow the hallway to the right and then continue to the door leading to the Geology sector to get the last sample. Your key unlocks the door.

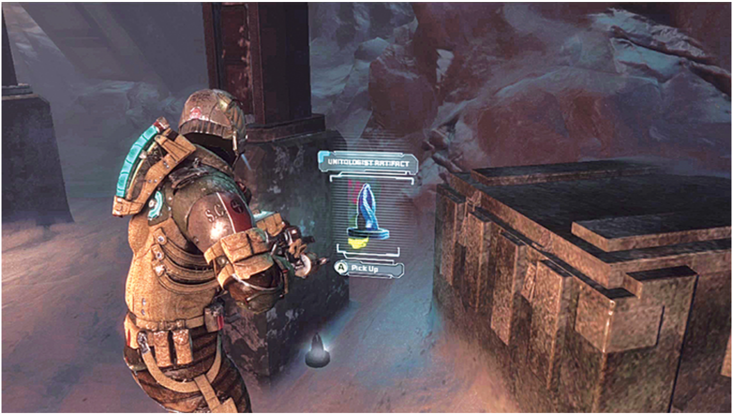


To get to the Geology sector, you must move across a snowy exterior area. When you get to some tables and bundled corpses, take out a scavenger bot and follow the sensor into a small dead-end valley. Keep going until the sensor shows you a great place to deploy the bot. Continue to search this valley to find a full zoom scope weapon part.





Return to the steel walkway by the tables and pick up a rip core weapon part. Then follow the walkway to a clearing where several crates are being stored. As you move among the crates, you can see some Stalkers moving about. Pull back to the bridge so you have a clear line of fire when they start charging toward you.



After you have cleared out all of the Stalkers, move toward the door to the disposal services area. Look behind a pillar to the left of the door to find an artifact. Pick it up and add it to your collection. Then follow your locator beam to a cargo lift. Ride it up to another clearing where crates of explosives are stored.

//Unitology Artifact

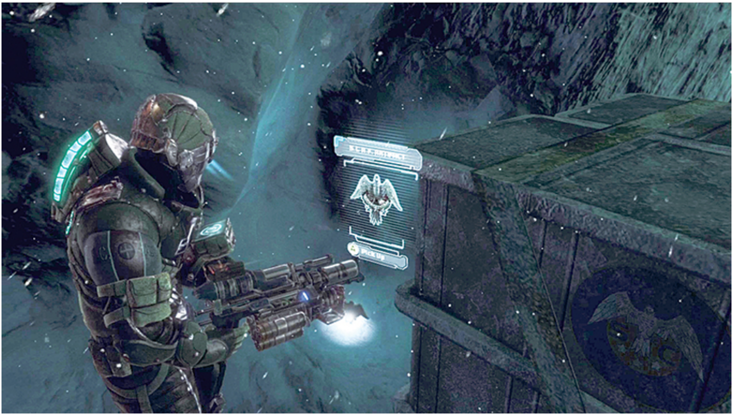
Daily Reflections: Jacob Danik

My patience, like our numbers, grows thin. It is infuriating that the reckless behavior of a single man can be the undoing of our entire existence.

Should Isaac Clarke succeed, man will dwindle and die. The legacy we leave behind will consist of nothing more than dust and decay.

The only hope for our future rests in the Marker's plan. Our only hope of enlightenment, of harmony and of peace will come from the undoing of all of the horrors man has sown.

Worry not. In the end, Isaac will relent. There are ways that even a difficult man such as he can be swayed.



More Stalkers and other types of Necromorphs attack as you begin moving through the crates. Defeat them and then search among the crates to find another artifact. Then move to the door into the Geology sector.

//S.C.A.F. Artifact 16

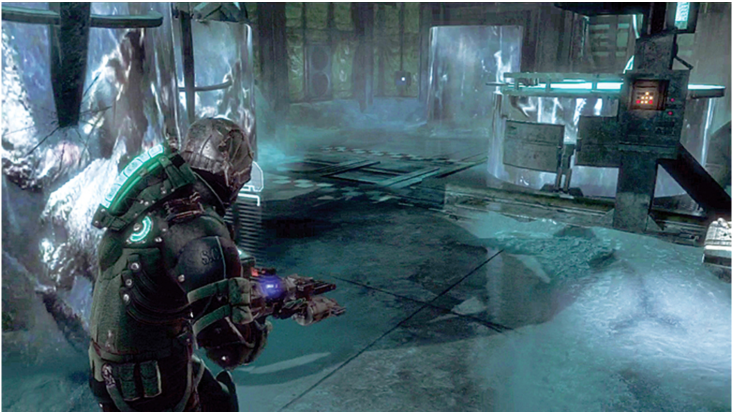
Personal Log: Dr. Alexei Obruchev

The extracted ice cores are spectacular. Contrary to everyone's expectations, the ice is not layered in a predictable pattern befitting millions of years of gradual deposits. Rather, it indicates a single period of great upheaval and then a sudden, dramatic climate shift.

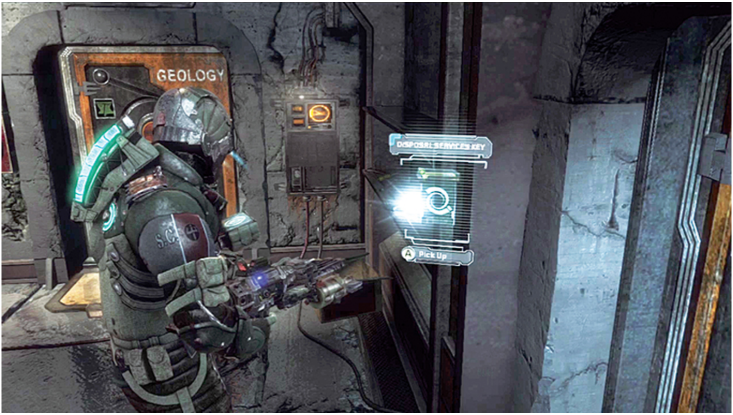
As impossible as it seems, I believe the planet underwent an ice age in a single day. But how can this be? With each discovery we make, even more questions surface.

Thankfully, Dr. Serrano's signal-tracking experiments have painted a trail that leads deep under the ice. It is there that I suspect we will soon find all of the answers we seek.

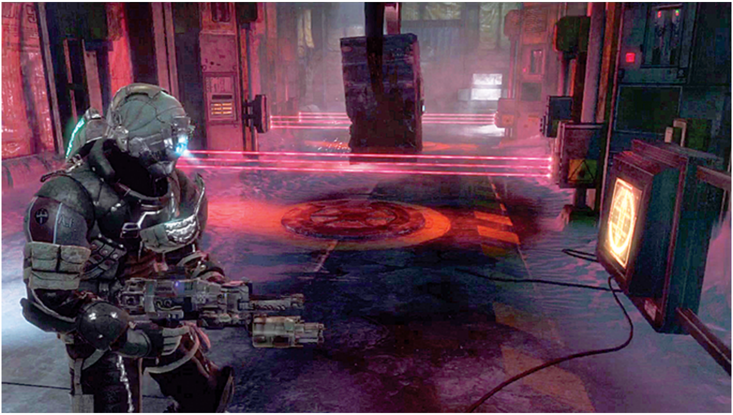
Geology Sector

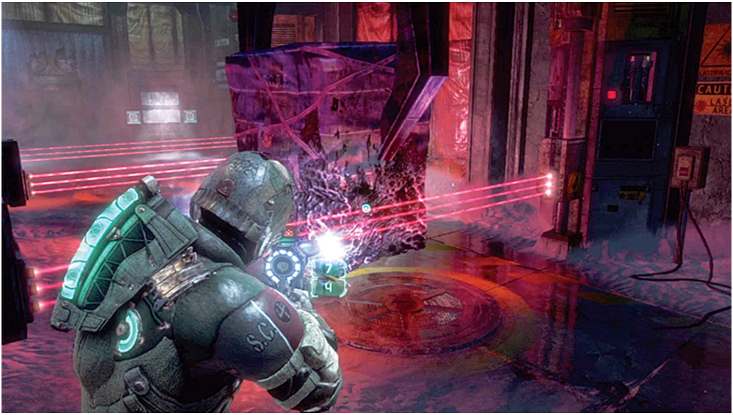


Move through a short hall and then open a large door to enter a lab where several frozen specimens are kept. There is a circuit box in this room as well as a workbench. Grab the circuit, then use the workbench to drop off the circuits and weapons parts you have been collecting. If you need a torque bar, craft one or two at the bench while you are there.

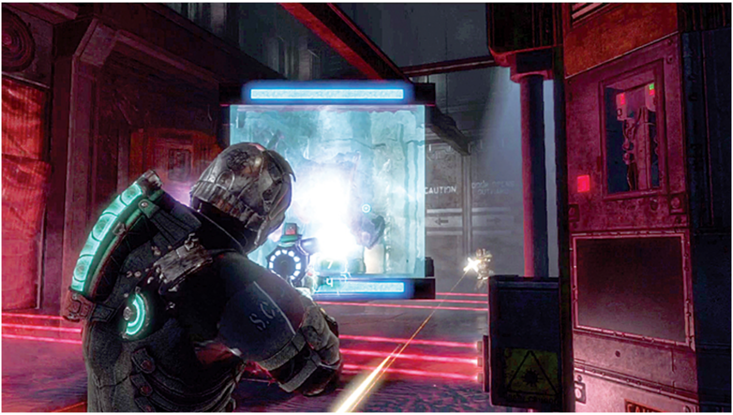


Continue through a door into a small hall where you can pick up a key to the Disposal Services area. This unlocks the Disposal Services optional quest. Use your torque bar to unlock a door in this hall, which lets you access a loot room. Inside you can find a hot death blueprint and an EarthGov frame weapon part as well as some other items.

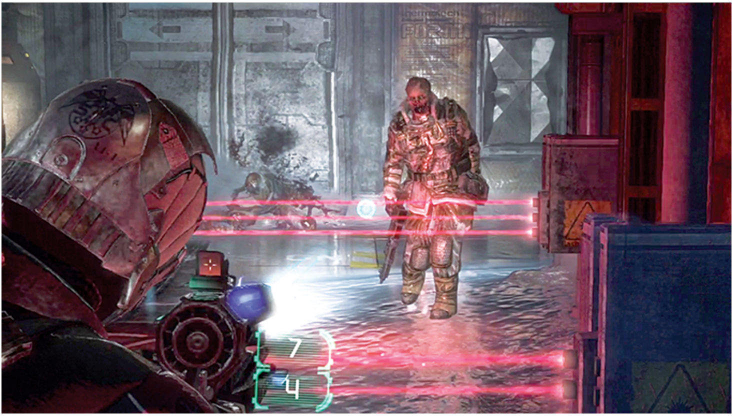




Continue into the geology lab. Three sets of cutting lasers block your way to the sample, which is at the other end of the lab. To get past the lasers, use your kinesis to move a large slab of rock to block each set of lasers in turn. Once you get past the first set of lasers, move the slab to the second set, and so forth, until you get to the other side.



Pick up the sample and then begin moving toward the lasers again. As you do, Necromorphs enter the room at the other side and begin attacking. Launch the sample across the room and then open fire.



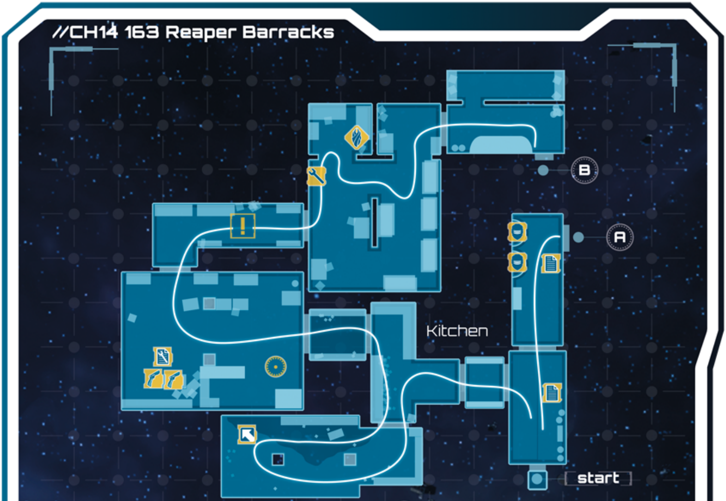
The Head Necromorphs have taken over the corpses of a couple soldiers and are using their weapons to fire at you. After defeating the bodies, you then must kill the Heads to make sure they do not climb into and animate another corpse. After they are eliminated, use the slab again to work your way back through the lasers. Pick up the sample and place it in the cataloging chute to complete another of your objectives.

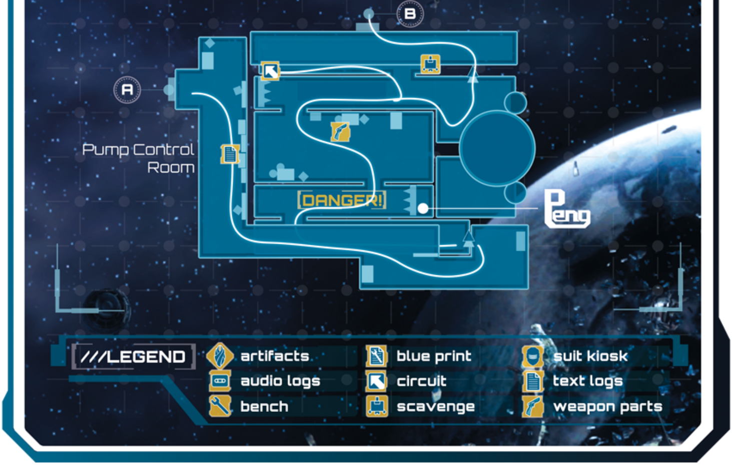
Return to the Rosetta Lab

All the samples have been returned, so it's time to meet back with Ellie at the Rosetta Lab. But I have to hurry—Danik knows we're here, and he'll stop at nothing to keep us from shutting down the Machine.

When you make your way back to the room with the frozen specimens, Danik's soldiers are already there waiting for you. Quickly kill them all and then backtrack to the Biology sector and into the Rosetta Lab. Along the way, stop by the Disposal Services to complete the optional quest. A walkthrough of that quest can be found later in this section.

Reaper Barracks Optional Quest

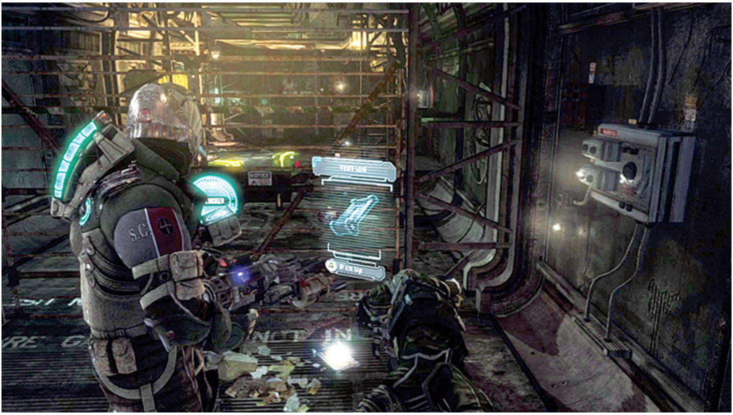




Click here for interactive maps

Scavenge the 163rd Reaper Barracks

These underground barracks must have been used by S.C.A.F. to house the men and munitions that protected the Research Facility's scientists. What I don't understand is what they needed protection from. There's no evidence of Necromorphs in any of the logs I've discovered. Lucky for me, the soldiers were well armed. I bet there are some valuable weapon parts in here.



Ride the elevator down to the Reaper Barracks. When you arrive there, you will notice that the layout is exactly like the Way Station. This time, advance through it in the opposite direction. Start off by picking up a text log and then moving through the gates toward the suit kiosks and workbench. A second text log is near the large door by the suit kiosks.

//Text Log: "Head Above the Rest"

"SCAF-ISC-30694 TV-MD212

FROM: Gen S. Mahad
TO: Adm M. Graves
SUBJECT: RE: 163rd Special Unit

If it's bunk space you're worried about, you won't have to worry for much longer. I'm taking half of them down with me to the planet once we get ourselves dug in.

And as far as manners go, I didn't pick them because they play nice with others. There's a reason they call the 163rd the "Reapers." These guys all cut their teeth doing wetwork for us during Secessionist riots on Earth. They're the coldest bunch of killers you're ever going to find and they're my insurance that nothing's going to go wrong.

SCAF-ISC-30694 CMS-ROANOKE

FROM: Adm M. Graves
TO: Gen S. Mahad
SUBJECT: 163rd Special Unit

Would you mind telling me why I have to double-bunk half the officers on my ship so you can house your freeloading 163rd? They're rude and they don't do a single useful thing aboard my ship. Why are we wasting resources on this frivolous addition to the mission?"

//Text Log: "Getting A Head of the Game"

SCAF-ISC-31022 TV-AF2

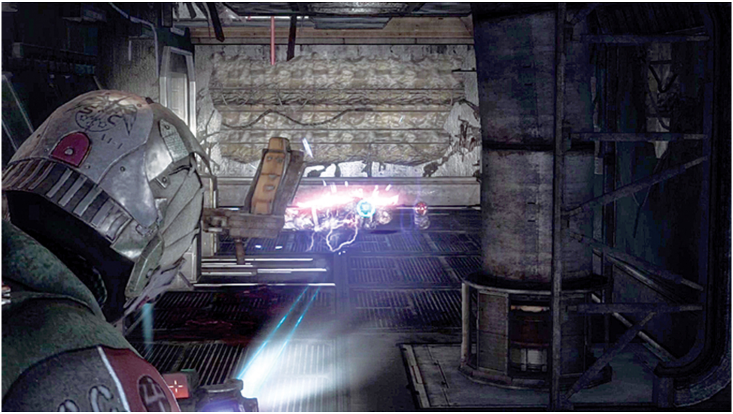
Personal Log: Pvt K. Myers

I did anything I could to get put on the mission, to go to this frozen wasteland so I could follow the Reapers. It was my chance to get them to notice and I wasn't going to let anyone stop me. After Pvt Freeman went missing, I became the new "water boy." I scrubbed Reaper toilets, made Reaper beds, and cleaned Reaper guns, admiring the notches carved into the stocks of each beautiful weapon.

I finally worked up the nerve to ask one of the Reapers if I could join their team. I was ruthless; I was determined; I was ready.

He laughed at me just like my drill sergeant back at boot camp. Then he said I could join if I cleaned the toilets for a week with my bare hands with no shower privileges in between. He said if I could do that, I'd have what it takes.

What could I do? It was my dream. And he promised. So I did.



Advance through the door into the pump control room. A corpse on the far side of the room is being animated by a Head, so shoot it and then the Head when it comes out. Another text log is in here, so pick it up before moving out of the control room and onto the catwalk.

//Text Log: “The Axe Is of Evil”

SCAF-ISC-31022 TV-AF2

Personal Log: Pvt K. Myers

So there I was a week later. Caked in human excrement. My skin broken out with sores. I had gone the extra mile. I was ready.

I guess I should have seen it coming. They took my picture and sent it out to everyone to see. They told me the only way I’d become a Reaper is if every last one of them miraculously died and I was the only one left who could take their place. Then they sent me packing. I got demoted to working in the pits.

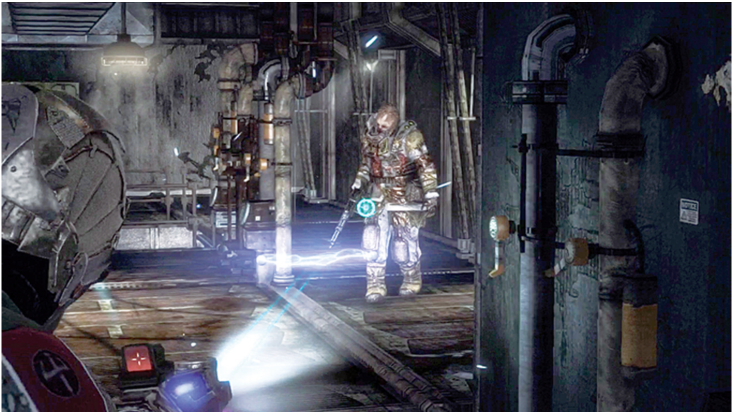
I credit my determination and strong work ethic for not giving up.

In the dead of night, I returned to their barracks and went to their beds, silent, discreet. With a firm, swift stroke, their heads rolled away one at a time.

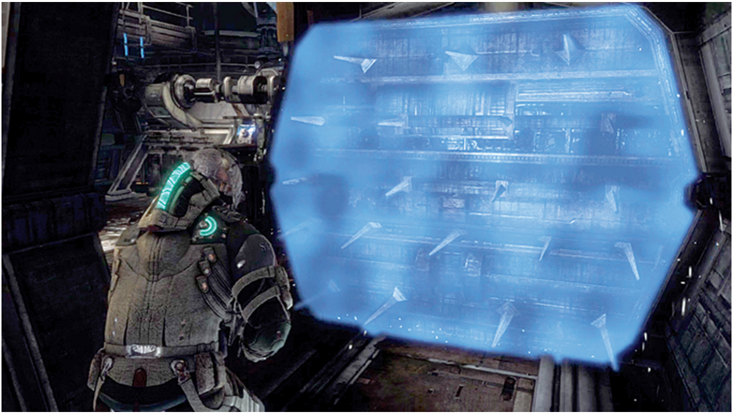
One … Two … I counted as I cleaved. Three … Four … Scratching the notches into my axe. Five … Six … They couldn’t refuse me now. Seven, eight, nine, ten …

Fifteen heads later and I’m the 163rd. The most feared unit in the S.C.A.F.

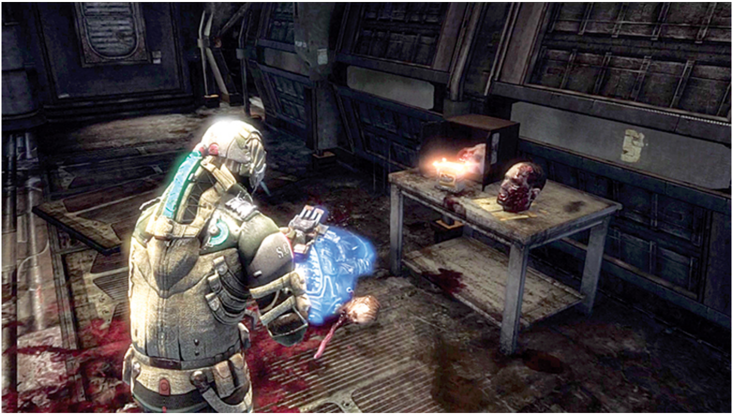
I am the Reaper.



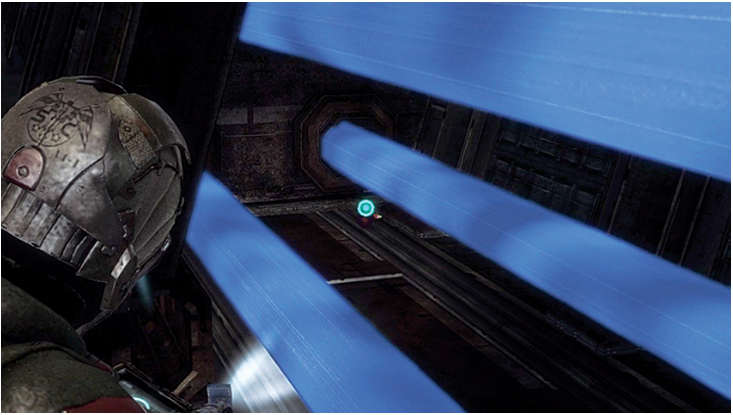
As you move onto the catwalk, you come under attack from more Head-animated corpses. One is on the catwalk with you and two more are on the catwalk on the other side of the pumping room. Once the Heads are all dead, climb down the ladder to the main floor of the pumping room.



The pump on your side of the room is still running. Move to the opening and, as the piston moves away from you, hit it with stasis. Follow it to the end and then get out through the opening on the left before the piston moves back toward you.



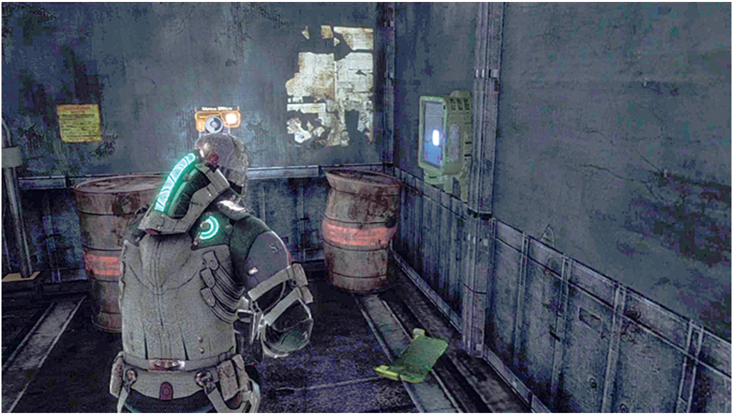
In the area between the two pistons, kill another Head before it can animate a corpse. Then pick up a damage support weapon part on a table next to a couple of severed heads. Kill some more Necromorphs that rush in from the ducts.



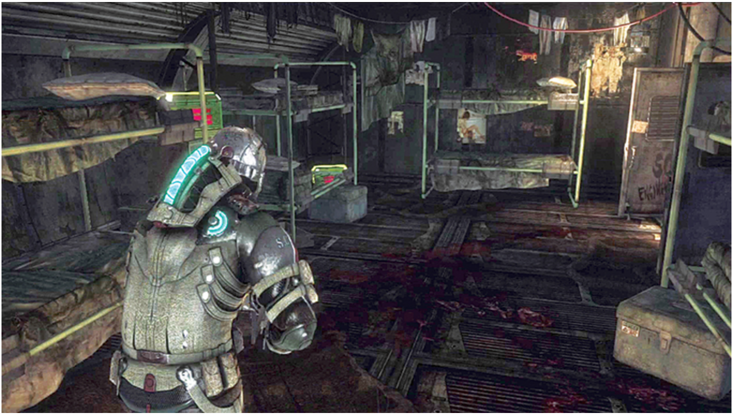
Before leaving this area, go back to the moving piston. Stand next to the opening and, as the piston moves to the right, hit it with stasis. Look through the opening toward the back of the pumping chamber. There on the bottom is the Peng. Use kinesis to pull it to you can add it to your collection.

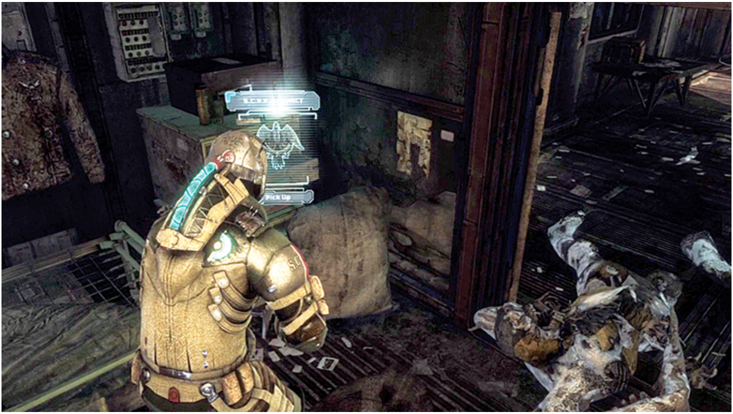
There's Always Peng!

In each Dead Space game, there is always one Peng. Find the one and only Peng in Dead Space 3 to earn this award.



The second piston is not functioning, so you can move through the chamber without having to stop or slow it with stasis. Move into the area to the side of the chamber to get a circuit from a box on the wall, then continue to the end of the pumping chamber. Climb the ladder to get up to the catwalk, where you are once again attacked. Kill the Necromorphs and then exit through the door into the next room.





Continue through the pumping access room to the bunk room. Kill some more Heads, then search the area for several items and containers. After defeating more Necromorphs that rush in, move into the small private bunk room to find an artifact. Pick it up and add it to your collection.

//S.C.A.F. Artifact 18

S.C.A.F. Artifact 18

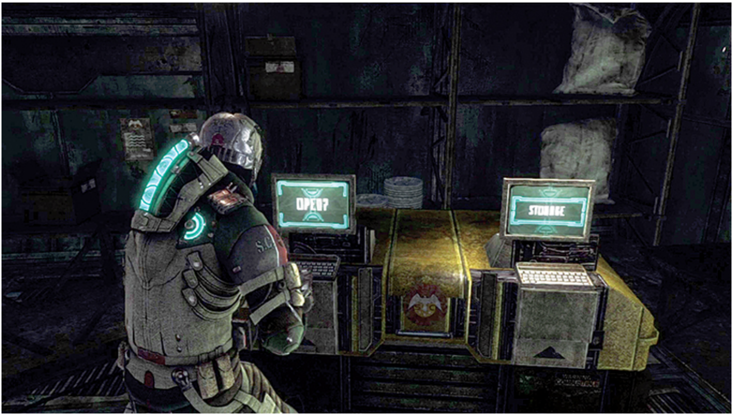
FROM: Cpt Raymond Reed
RE: Pvt Myers Appeal to Join the 163rd

When I look out across the yard, I see only weakness. The war with the Secessionists has claimed our fiercest warriors and replaced them with children.

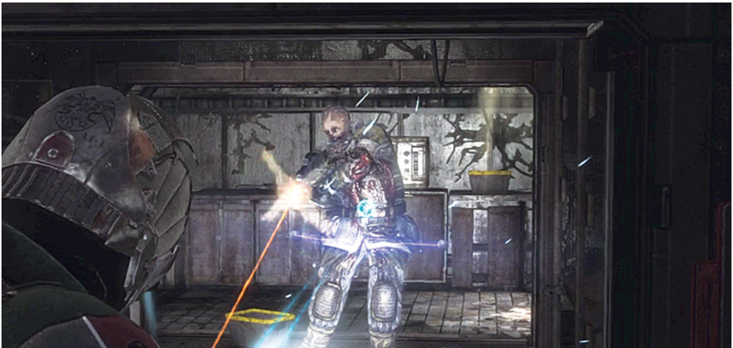
Half of these pricks can't hold a rifle and the rest piss their pants the moment they hear one go off. If you want to make it in this world, not only do you have to be willing to kill, you have to like it.

Pvt Myers is a tool so it's only fitting we use him as one. Let's give him one week of solid abuse before we kick him out the door. Maybe then he'll wise up and realize he'll never have what it takes to be one of us.

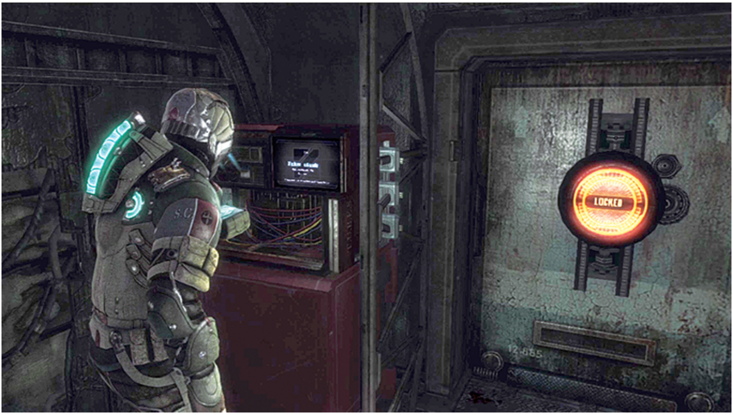
Advance into the next room. There are mines positioned across the room with laser tripwires. Shoot the mines where they are attached to the wall to destroy them. As you begin to move through the room, you are attacked by a Necromorph. Kill it and then pass through the door into the mess hall.



A mine is deployed in the middle of the room. Shoot at it and then search the room to find a Reaper officer's key, and a supply chest. Inside it you find spare parts boxes, a heavy elite frame weapon part, a rail accelerator weapon part, and some other items. Don't take too long at the chest because Necromorphs are moving into the mess hall to kill you.

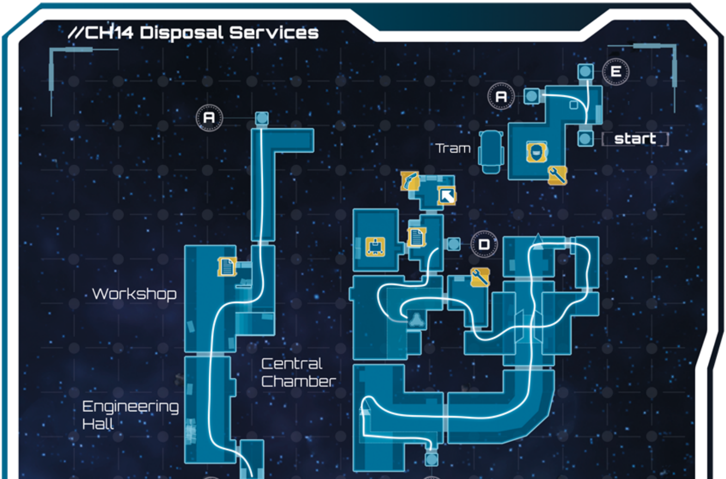


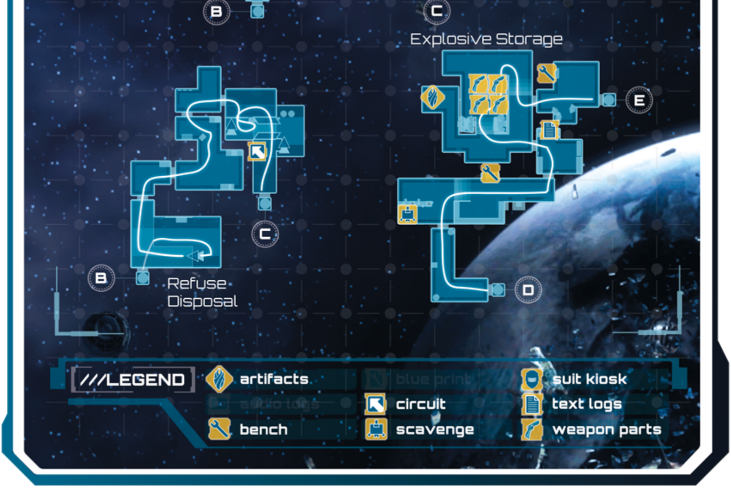
After they are eliminated, use the key to open the locked door. Another Head-animated corpse is in the kitchen. As it fires at you, more Necromorphs drop down from the ceiling behind you. Rush into the kitchen, killing the Head as you go.



Neutralize all Necromorphs in the kitchen, then hack the controls to open a locked door that leads into a storage room. Once it is open, enter and pick up the circuit you find inside. Now make your way back to the kitchen. Exit through the door on the right to return to the barracks entryway. Return to the elevator and take it back up to the Paleontology sector.

Disposal Services Optional Quest

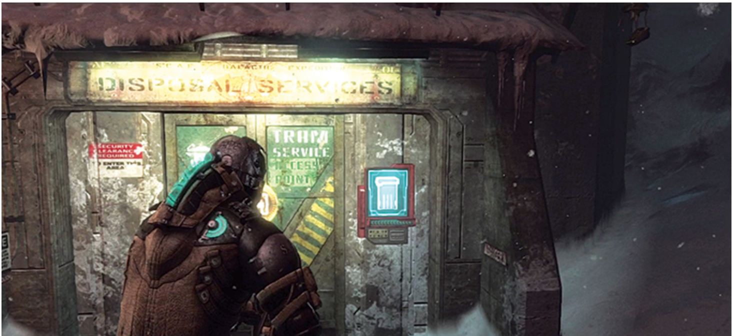




Click here for interactive maps

Explore the Disposal Services

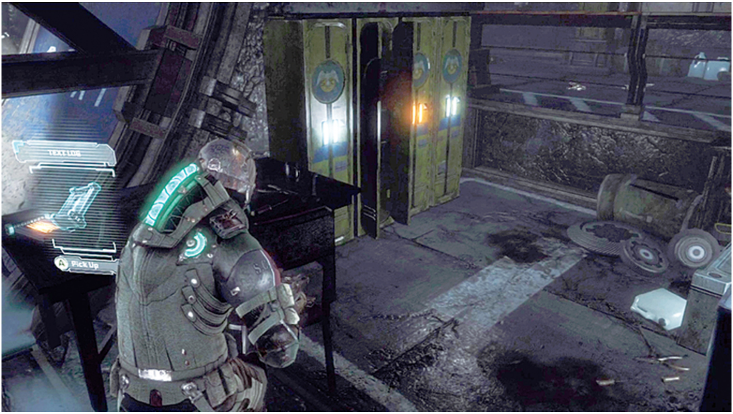
The further I go on Tau Volantis, the more danger I encounter. Between the Necromorphs and Danik's forces, it's hard to believe I'm still alive. The parts and tools I've found so far are why they haven't been able to kill me—yet. If the Disposal Services site is like any other facilities I've seen, there may be something valuable to uncover. I should it explore it when I can.



The entrance to the Disposal Services area is located between the Biology and Geology sectors. Once you go through the doorway, you are actually in a tram station. Make sure the optional quest is selected as your current objective, then follow the locator beam to an elevator that takes you down to the storage hall of the Disposal Services to get started.

Recover Anything That May Have Survived the Purge

It seems that someone ordered a purge of the entire S.C.A.F. operation on Tau Volantis. Not just this outpost, or this facility—but on the entire planet, and for all the ships in orbit, too. They wanted to bury every last trace of what they discovered here. Or maybe—what they built here? Anything I recover from this place may provide some insight into our mission.

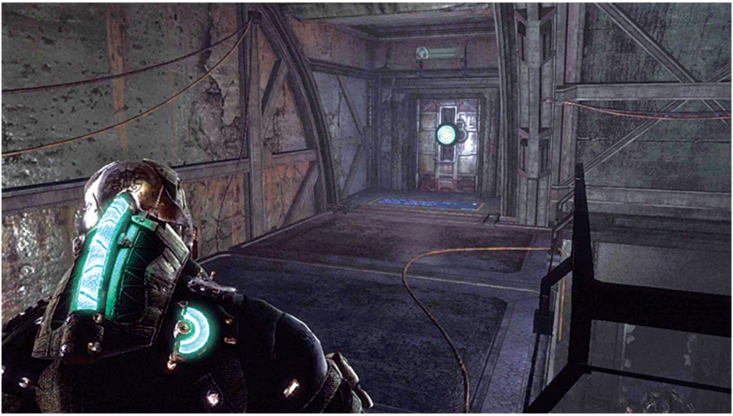


When the elevator reaches the Disposal Services facility, exit and advance through a hall to a door leading into a workshop. As you enter the workshop, you immediately come under attack by Necromorphs that come out of the ducts. Once they are dealt with, search the room to find pick-ups as well as a text log. Then advance through the engineering hall to a small room where you can take an elevator up to the second level of the facility. Fight off any creatures along the way.

//Text Log: “Exterminate”

FROM: Col J. Gaskell
TO: Gen S. Mahad
SUBJECT: Disposal

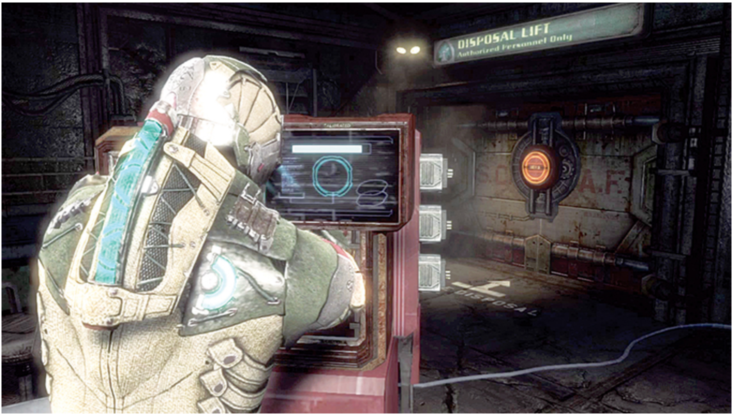
Per your orders, the halls are packed with all of the research papers, biological specimens, and lab equipment we could find. Incinerators are on standby. Just waiting for your final command to pull the trigger. Still no sign of Serrano or Rosetta.



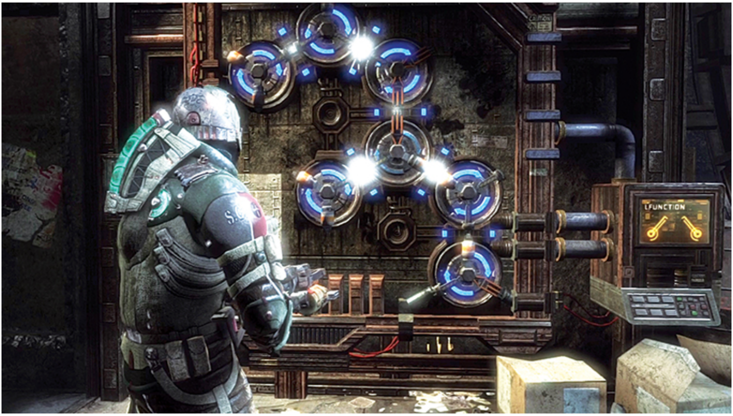
Exit from the elevator and get ready for an attack. Several Necromorphs come at you. Either stand and fight them, or as soon as you enter this room, run for the ladder and climb up to the catwalk above. Follow the catwalk around to a door that takes you through a small hallway and on to the trash controls room.

ISAAC’S LOG

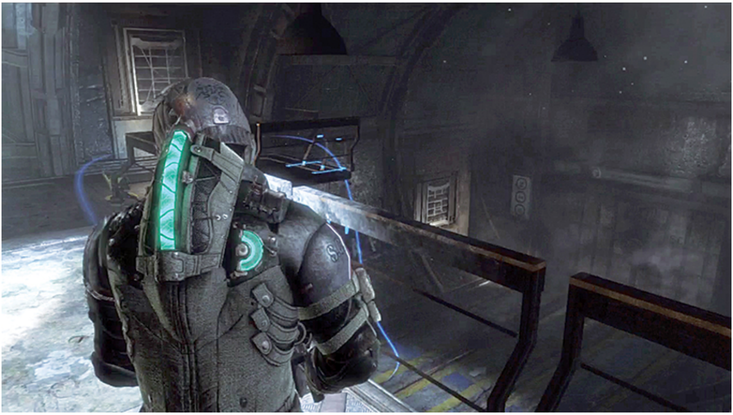
The Disposal Services facility was filled with Necromorphs. While I would normally fight off any I encountered, I found that sometimes it was better to run away. Getting up a ladder or through a door could prevent several creatures from attacking me. My goal was not to eliminated all of the Necromorphs—it was to get the goods in this place and then get out.



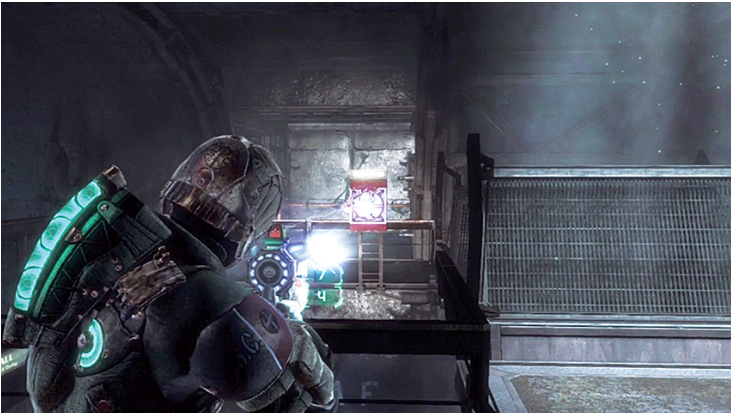
There is nothing in the next room but a locked door. Locate a console and hack it so you can open the large locked door. Once it is open, move into a smaller room and fight off several Necromorphs before going to the next area.



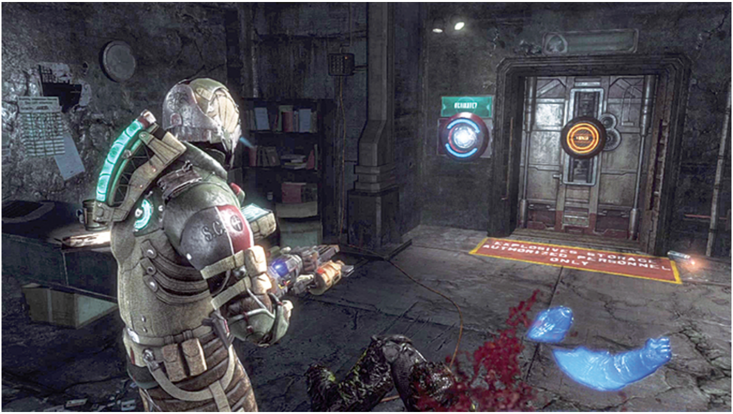
You find yourself on a catwalk and unable to cross to the catwalk on the other side of this room since a bridge is not in the lowered position. Climb down the ladder to the floor of this room. A ladder leads to the other catwalk, but it is too high for you to reach. Search around for a circuit and then look at the power controls for the bridge. This is similar to ones that you have worked on before. Rotate the connectors so that you have six connections. While you are working on it, Necromorphs come out of the ducts and attack. Take a break and neutralize these threats and then get back to work. Once you have lowered the bridge, climb back up the ladder and cross the bridge so that you can take an elevator to the next level.



Walk across a catwalk after exiting the elevator and then climb down a ladder into the entryway hall. This is a time when moving can be better than fighting. Run to the door and open it to get to the next section of this hall. From there, keep moving to another door that leads into the construction chamber hall. Fight off only those Necromorphs that get in your way or follow you through the doors before they close.



When you finally get to a door in the series of large hallways, climb up a ladder and go through a door at the top. Move into the construction chamber where there is another raised bridge. However, this time you can use kinesis to turn the controls on the other side of the room to lower the bridge so that you can continue. When you get to the other side, the room goes into lockdown. You can't open the next door until you defeat all the Necromorphs that rush in to attack you. Get to a section of the catwalk away from a duct and then fire at the creatures as they come at you.



Once the area is clear, advance through the door to a room where you can use a workbench. Keep moving into the next area; you must take a cargo lift down to a lower level. More Necromorphs attack. Get to the door in this room and move through it to enter an office. Kill off any remaining Necromorphs that have followed you, then catch your breath. Pick up a text log on the desk and then use a torque bar to open a loot room. Grab a couple of spare parts boxes and a circuit. Once you have picked up all you want, return to the office and take the elevator to the last level of the Disposal Services facility.

//Text Log: “First Contact”

FIRST CONTACT SCENARIOS

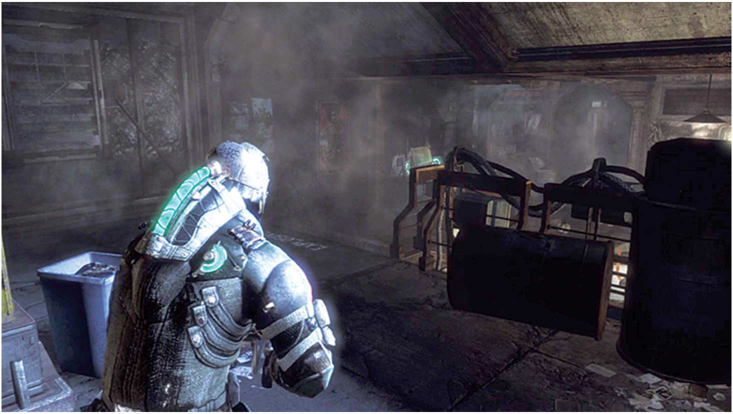
ONE—No danger of infection or contagion.

TWO—Moderate danger of infection or contagion. Standard sterilization procedures required.

THREE—Localized outbreak. Infected personnel to be quarantined.

FOUR—Virulent outbreak. Destruction of site and all associated personnel required.

FIVE—Extinction-level outbreak. Extreme containment procedures required. All personnel participating in, associated with, or with knowledge of the outbreak site must be destroyed. All locations connected to said personnel to be destroyed. Where destruction is impossible, permanent containment is required.



Upon exiting the elevator, move down a short hall and through a door that takes you to the security control room. You find a workbench in here as well as some Necromorphs. Clear the room and then advance to the far end so that you can move through another doorway into the next room. Search this room to find several pick-ups as well as a text log.

//Text Log: “Last Contact”

FROM: GOA Ambrose Caiden
TO: Gen Spencer Mahad
SUBJECT: SCENARIO FIVE

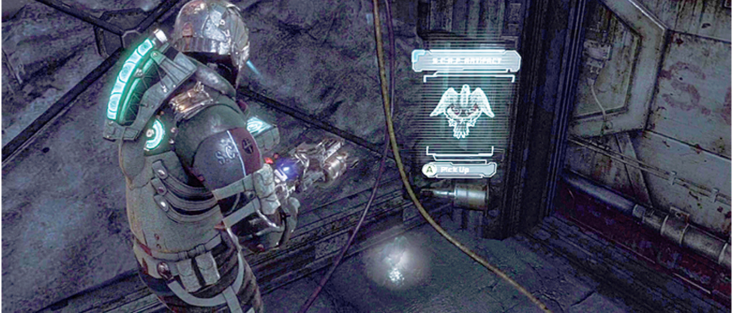
After receiving your reports on Dr. Serrano’s latest discoveries and in light of recent activities at the marker test sites, it is the decision of the council to invoke scenario five. What we once thought would save us from extinction has only served to hasten it.

Everything about the Markers—all research, all replicas, even the Black Marker—must be forever buried. All sites are to be shuttered. All involved planets are to be blacklisted. Everyone involved in the marker program, from Aspera to Aegis VII to Tau Volantis, is to be executed.

We realize this will effectively negate our ability to fight the war against the separatists. They will no doubt take power and form an Earth government in the vacuum we leave behind. But to save the future of mankind, this must come to pass. Should even one person, ship, or scrap of paper survive to make its way into their hands, the epidemic will begin anew and our sacrifice will have been for nothing. I know I can count on you to carry out these orders.

It has been a pleasure working with you for these many years.

Long live the colonies.



After collecting the pick-ups, make sure your weapons are fully loaded and then advance through a door into the explosive storage area. Continue across the room to the door on the far side to find an artifact. Then move to the storage lift and use the controls to begin lowering the lift.

//S.C.A.F. Artifact 17

FINDING TAU VOLANTIS

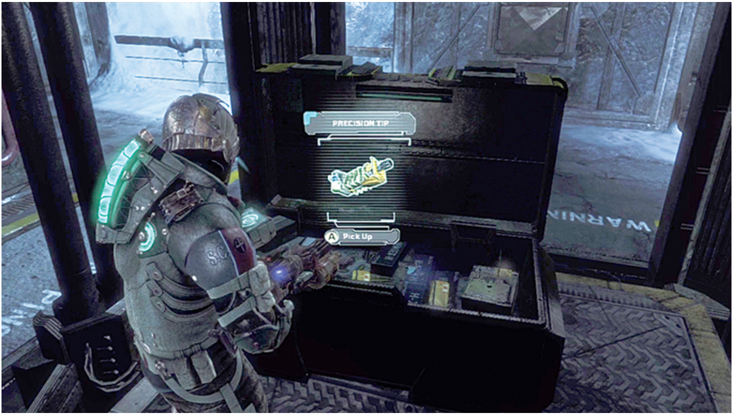
Tau Volantis was discovered after intense study of the Red Markers, the man-made copies based on the original alien artifact, the Black Marker. The Red Markers, sequestered safely away on distant star systems such as Aegis VII, Aspera, and Proxima Centauri, among others, were themselves a mystery, as they were more grown than built.

As the Red Markers were studied, it became clear they were receiving the signal they broadcast, rather than creating it themselves.

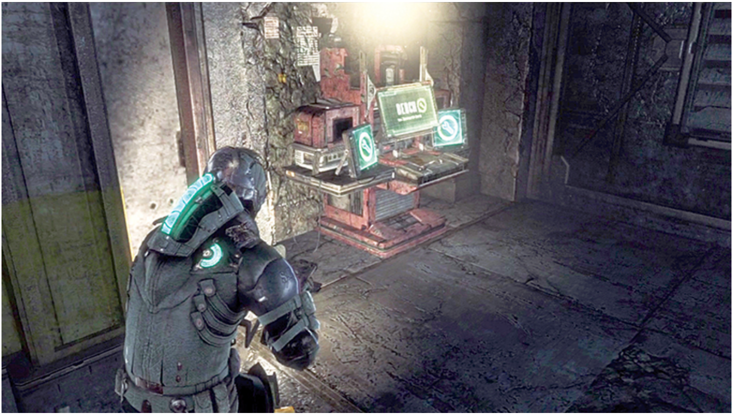
The Ptolemy Array was built specifically to triangulate the distant signal using three Red Markers. They located the source, and it proved to be the most distant point ever reached by man, Tau Volantis, here in this previously uncharted arm of the galaxy.

This feat of science and technology will hopefully reward mankind with the ultimate prize—the limitless energy that seems to emanate from the Markers, the source of which we expect to find here.

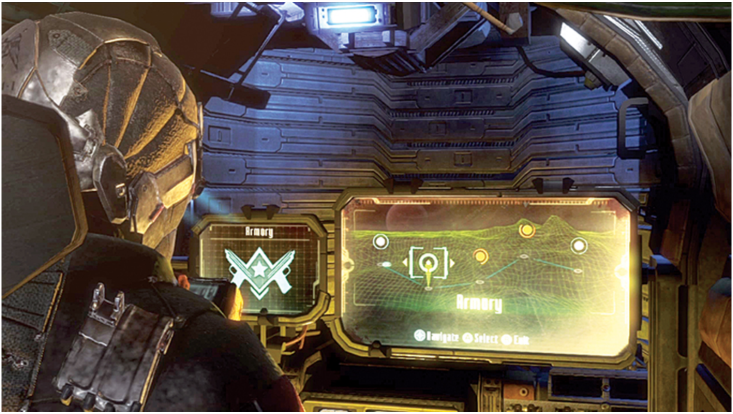
As the lift begins to lower, it seems that every remaining Necromorph in the facility starts making its way to your location. Find a corner away from ducts, and then get ready to make a stand. The first wave consists of Feeders—not too difficult. Once they are gone, move around a bit to collect items until the next wave comes. Try to kill the Exploders without rupturing their sacs. Then pick up the sacs and launch them at other Necromorphs. Eventually you face tougher creatures such as the Twitcher. Hit it with stasis so that it will stand still long enough for you to kill it.



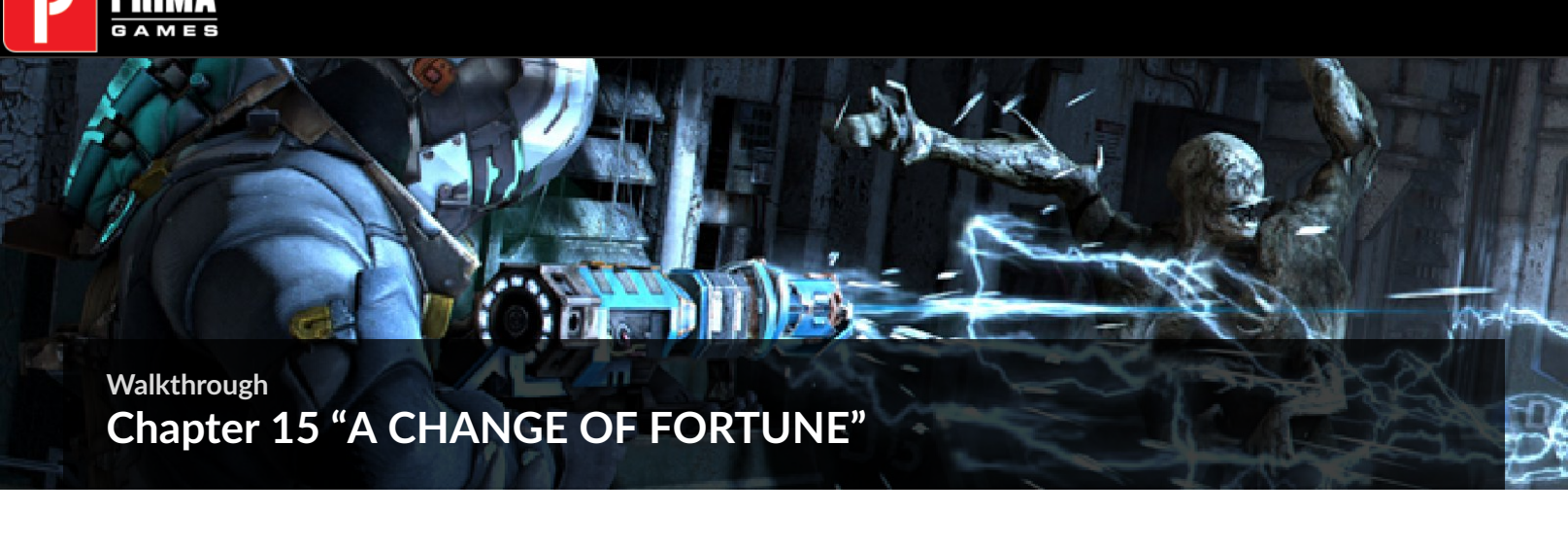
Once you have survived the several waves of attacks, the storage lift finally reaches the bottom. Walk over and open the chest to find lots of goodies, including a precision tip weapon part and an ammo sweeper weapon part. Search the carnage to pick up ammo, med packs, and resources that you more than likely need to restock your supply.



Since you have completed the optional quest, your objective now changes to your current normal objective. Follow the locator beam to the next room where you can find a workbench. Use it to store your weapon parts and then either use them to upgrade your weapons or create a more powerful weapon. Then head to the elevator that takes you back up to the tram station.

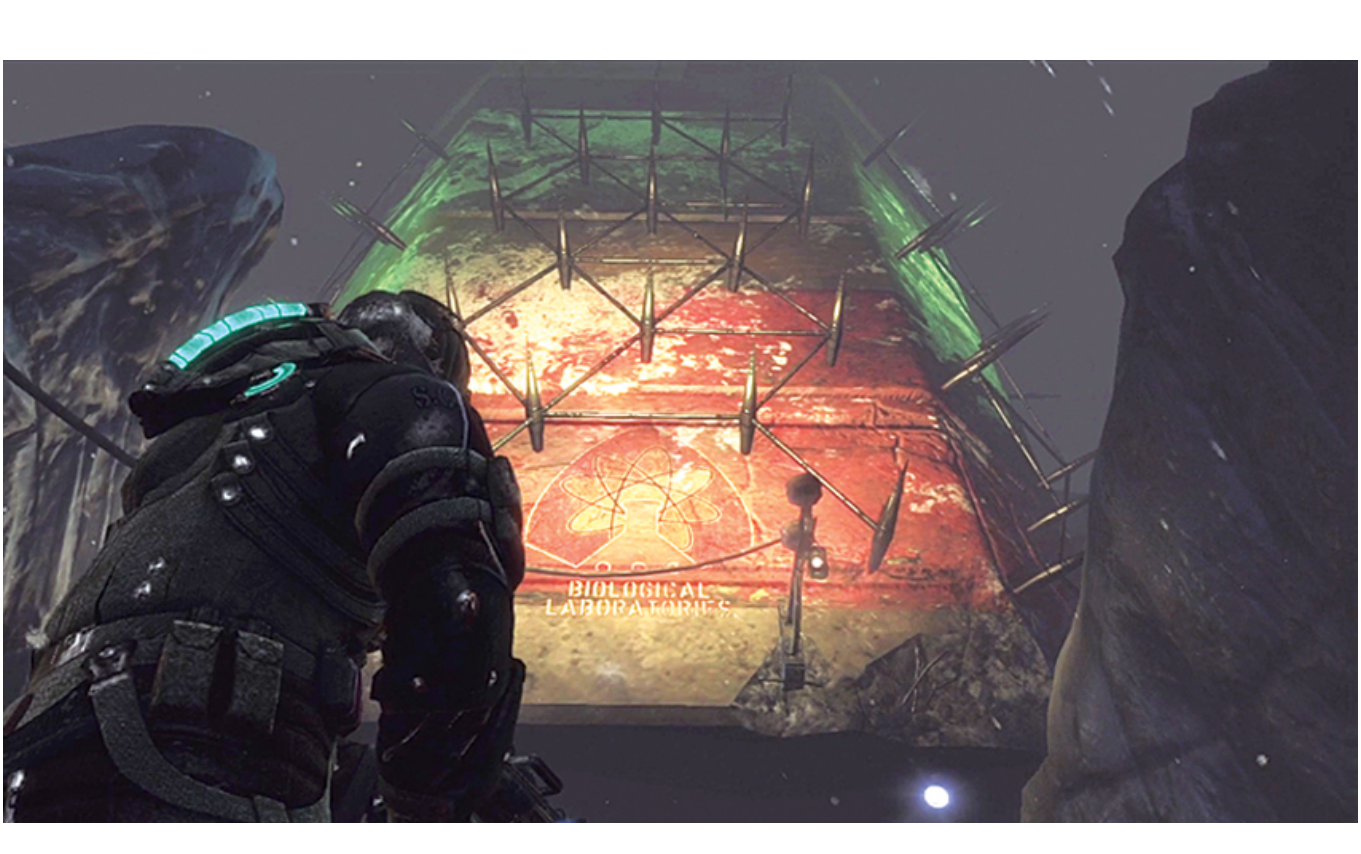


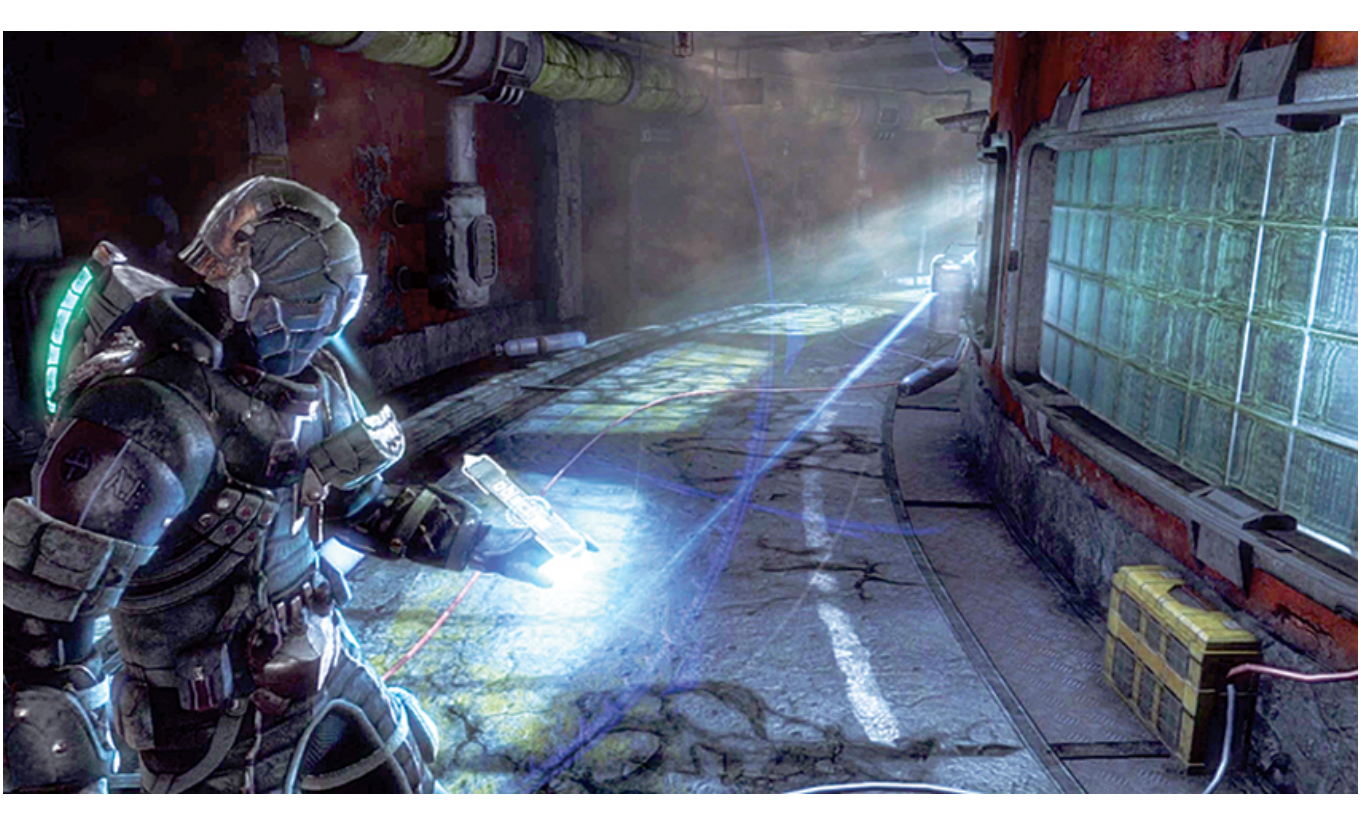
As you emerge from the elevator, a group of Necromorphs attacks. Defeat them all. You now have a choice. You can take another elevator back up to the surface and continue your mission. Or you can climb aboard the tram. From this station, you can travel back to either the Armory or the Supply Depot, where you have been previously. By returning to these locations, you can find more items such as weapon parts and even text and audio logs that help fill in the story. To get 100 percent

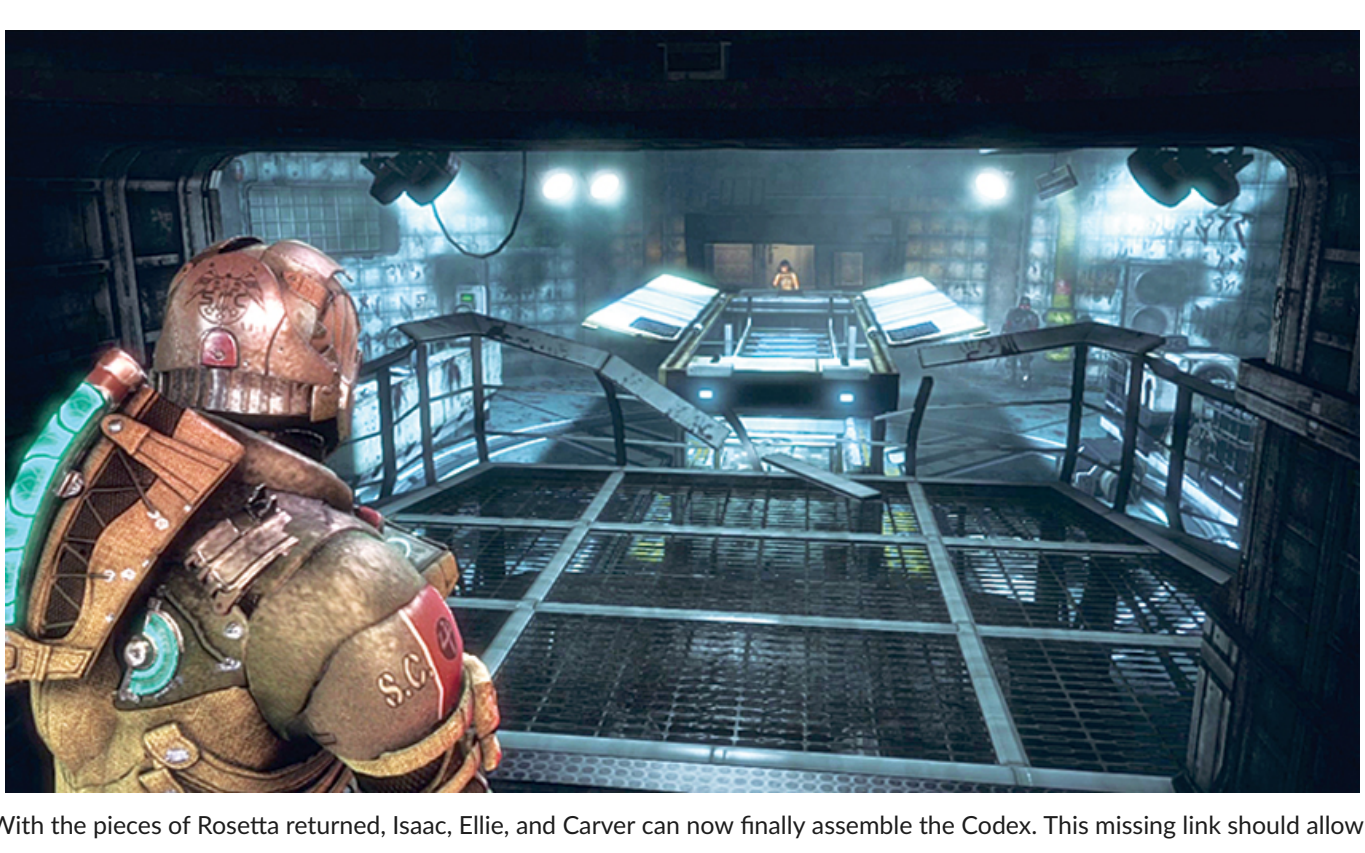


Walkthrough

Chapter 15 “A CHANGE OF FORTUNE”



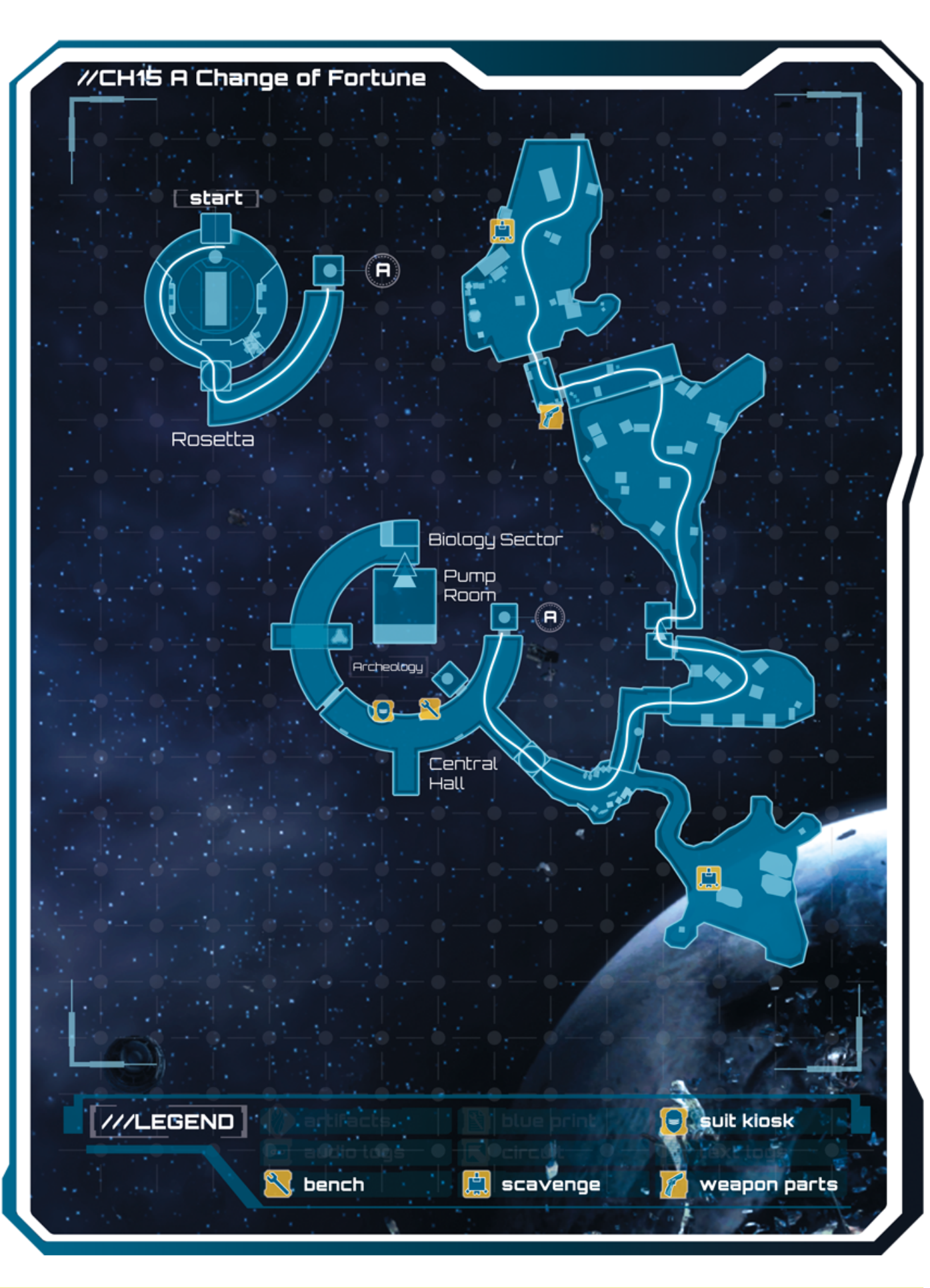




With the pieces of Rosetta returned, Isaac, Ellie, and Carver can now finally assemble the Codex. This missing link should allow them to interface with and shut down the Machine, and ultimately, destroy the Necromorphs forever.

Level Stats

- Weapon Parts: 2

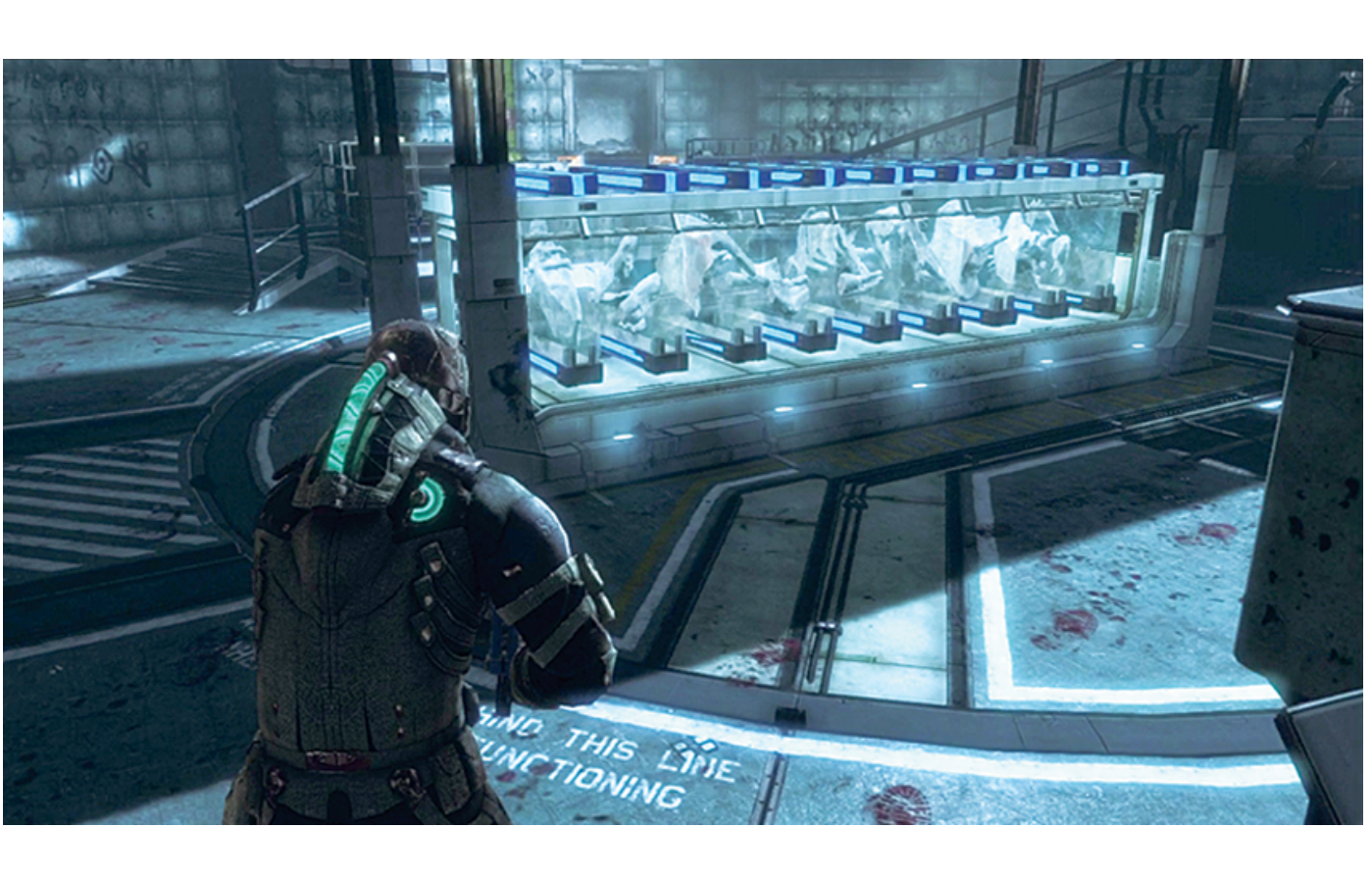


Click here for interactive maps

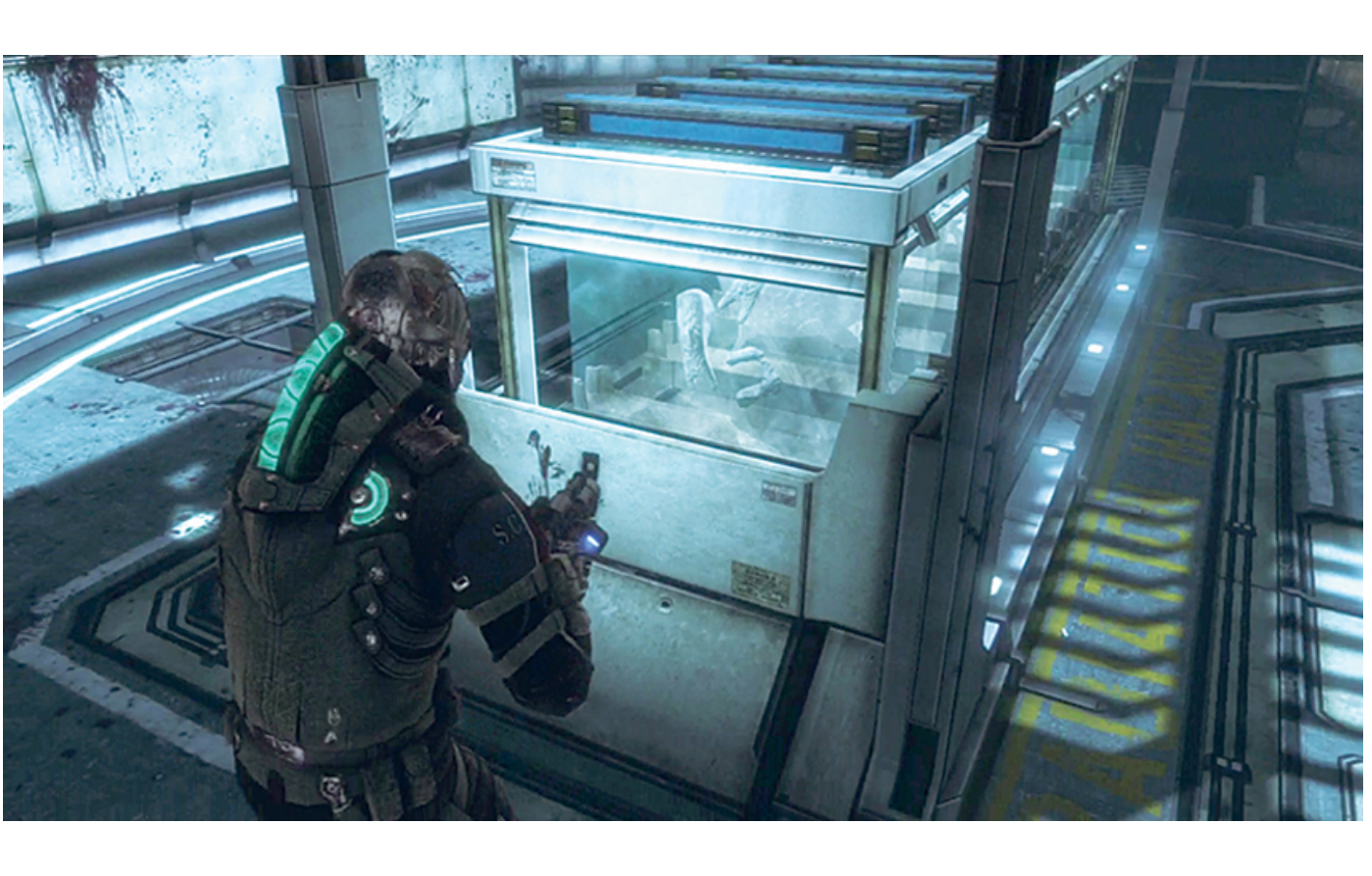
Tau Volantis Rosetta Lab

Arrange Rosetta at the Sample Array

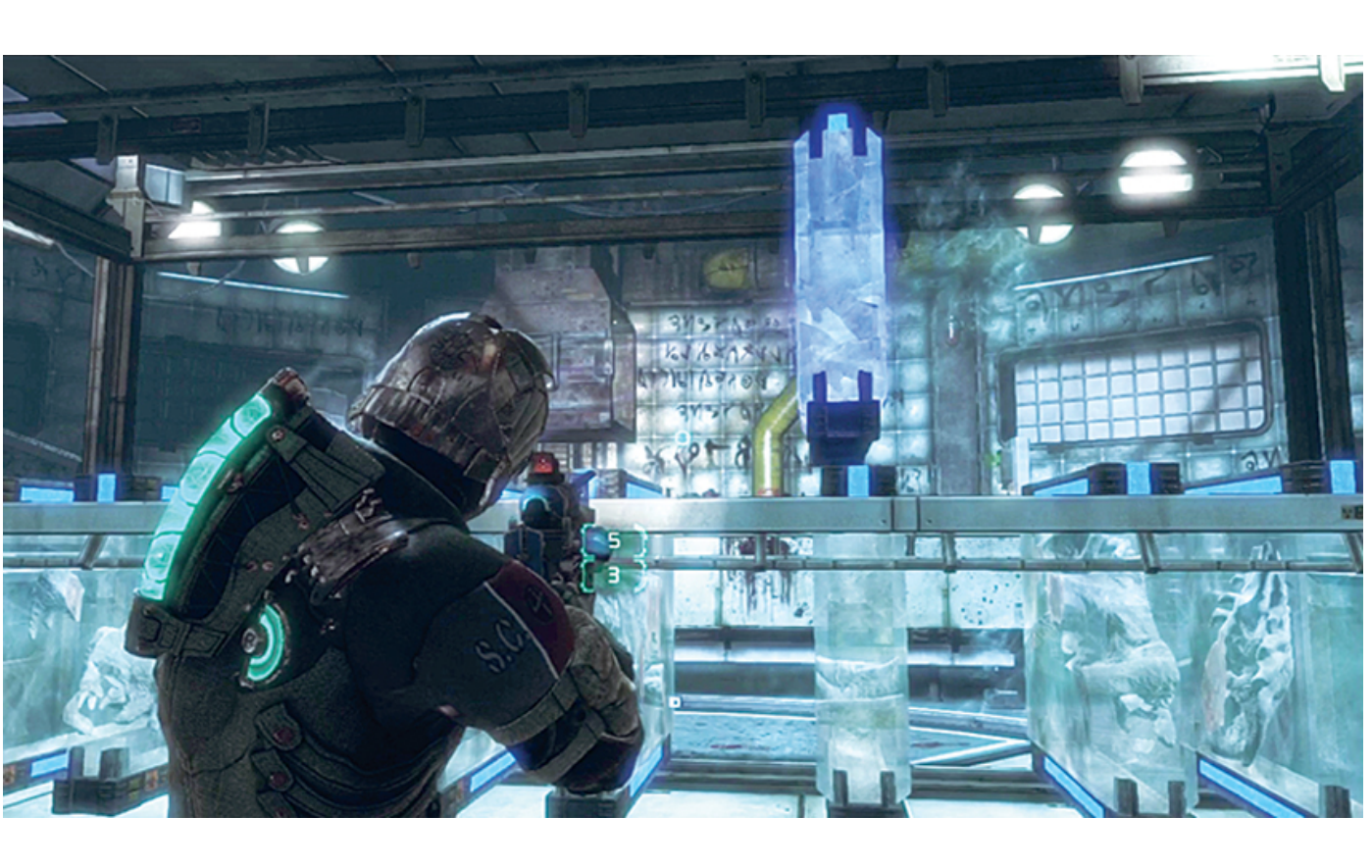
The Rosetta experiment requires the alien samples to be arranged in the correct order. But this creature is an Alien—how am I supposed to know what it looks like? I suppose I should figure out which are its head and feet, then work my way to the middle....

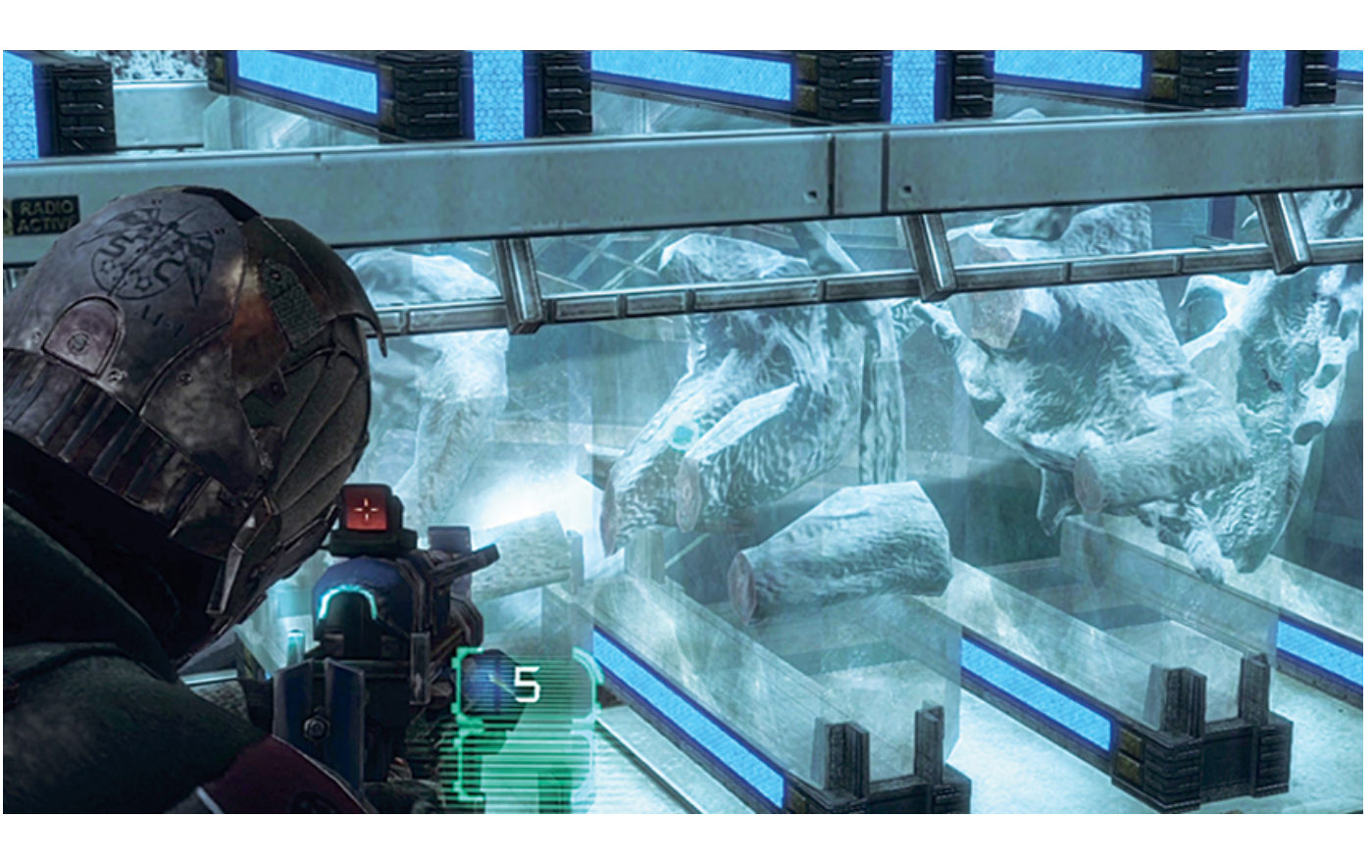


As you return to the Rosetta lab, you find that all nine samples are in the array. Unfortunately, the are not in the correct order. It is your job to put the puzzle back together.

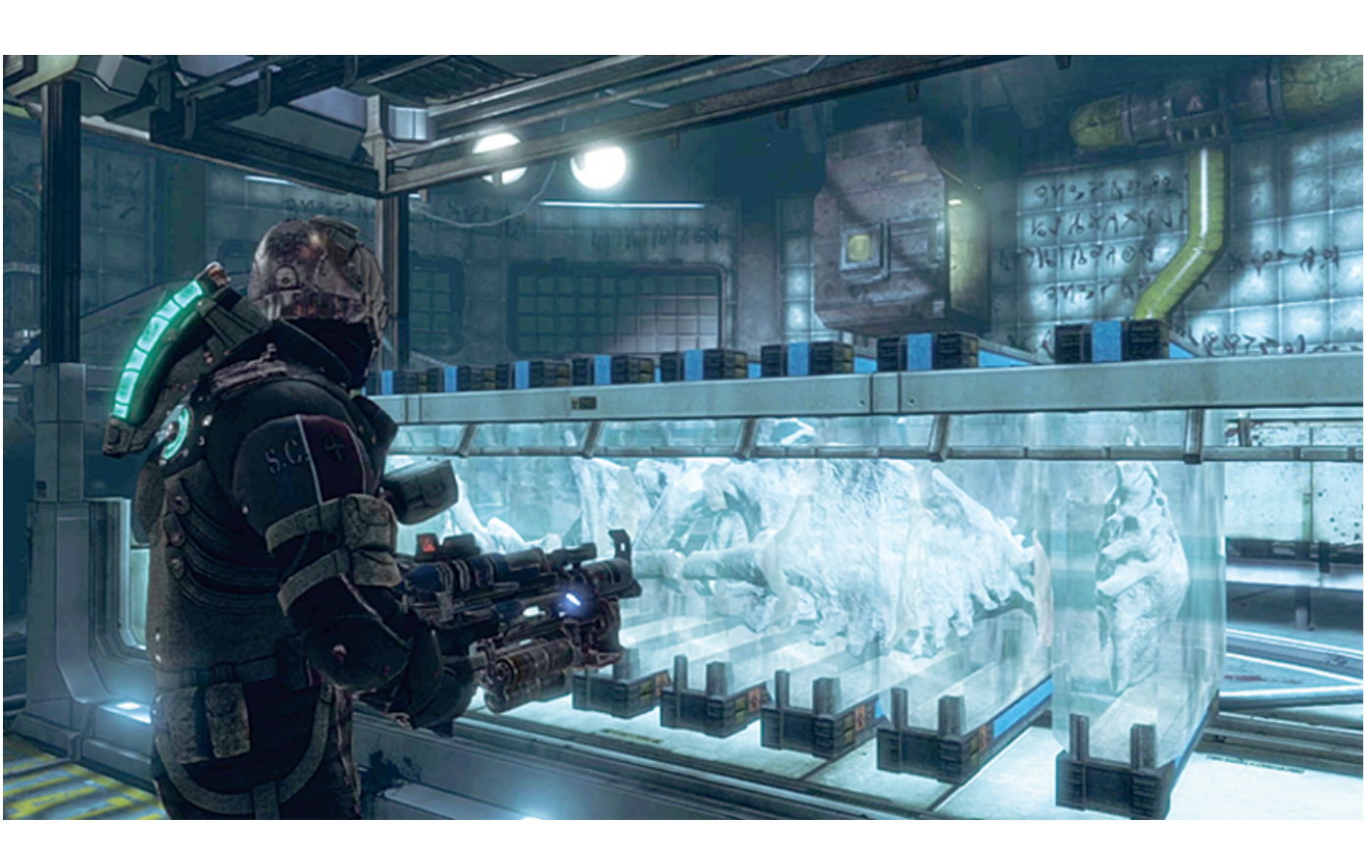


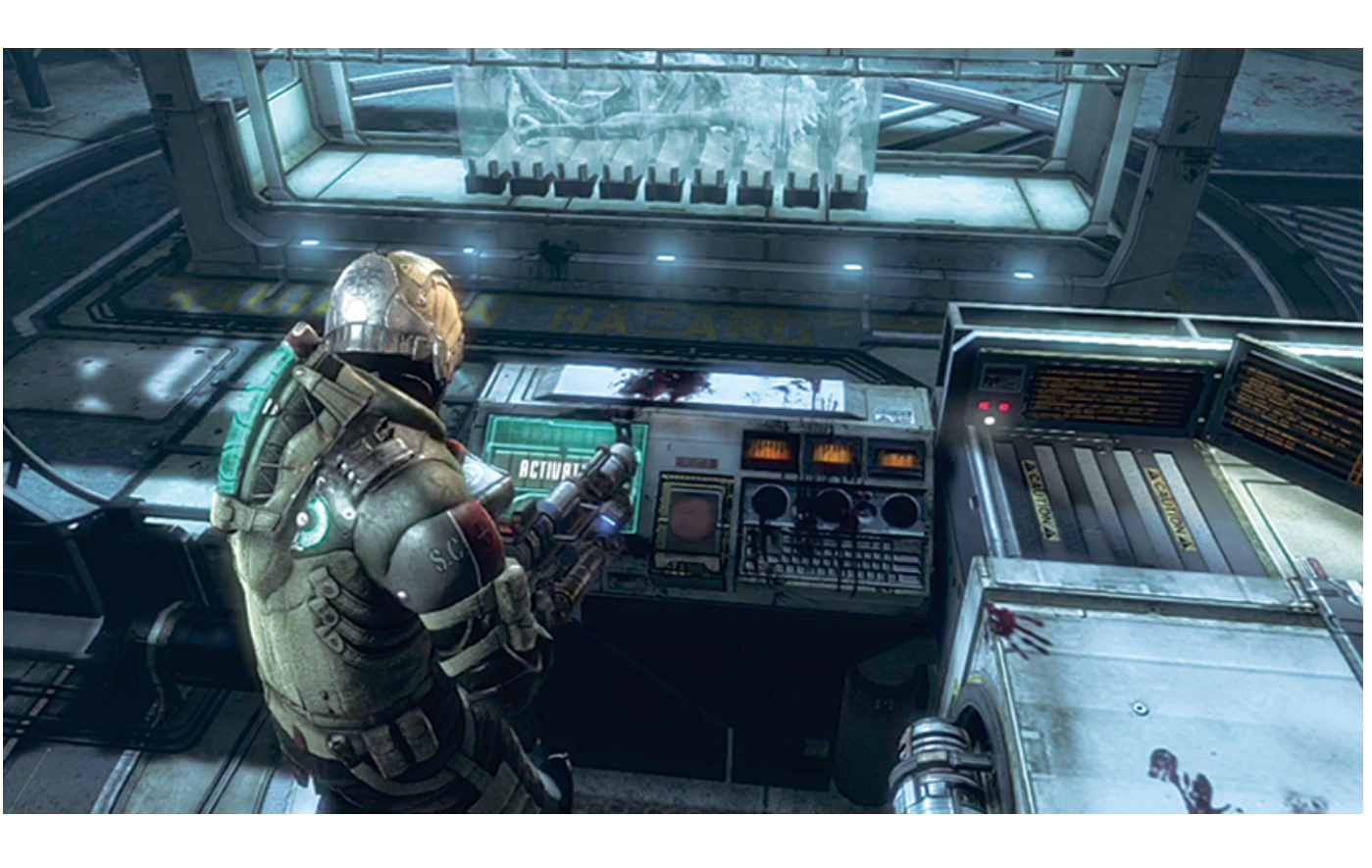
Like a puzzle, you need to figure out which pieces connect together—even if you don’t know what the final product will look like. Start with the feet. You can tell that you have the bottom sample since it has no cutaways on the left side. Pick it up with kinesis and move it to put this piece at the end farthest away from Ellie in the control booth.





Next find the top of the head. It is the sample that has no cutaway on the right side. Put it at the end closest to Ellie. Now, starting with the feet, look at the cutaways on the right side. Then find the sample with the same shape of cutaways on the left side. Move it over next to the feet. Continue doing this until all of the pieces are in the correct sequence.



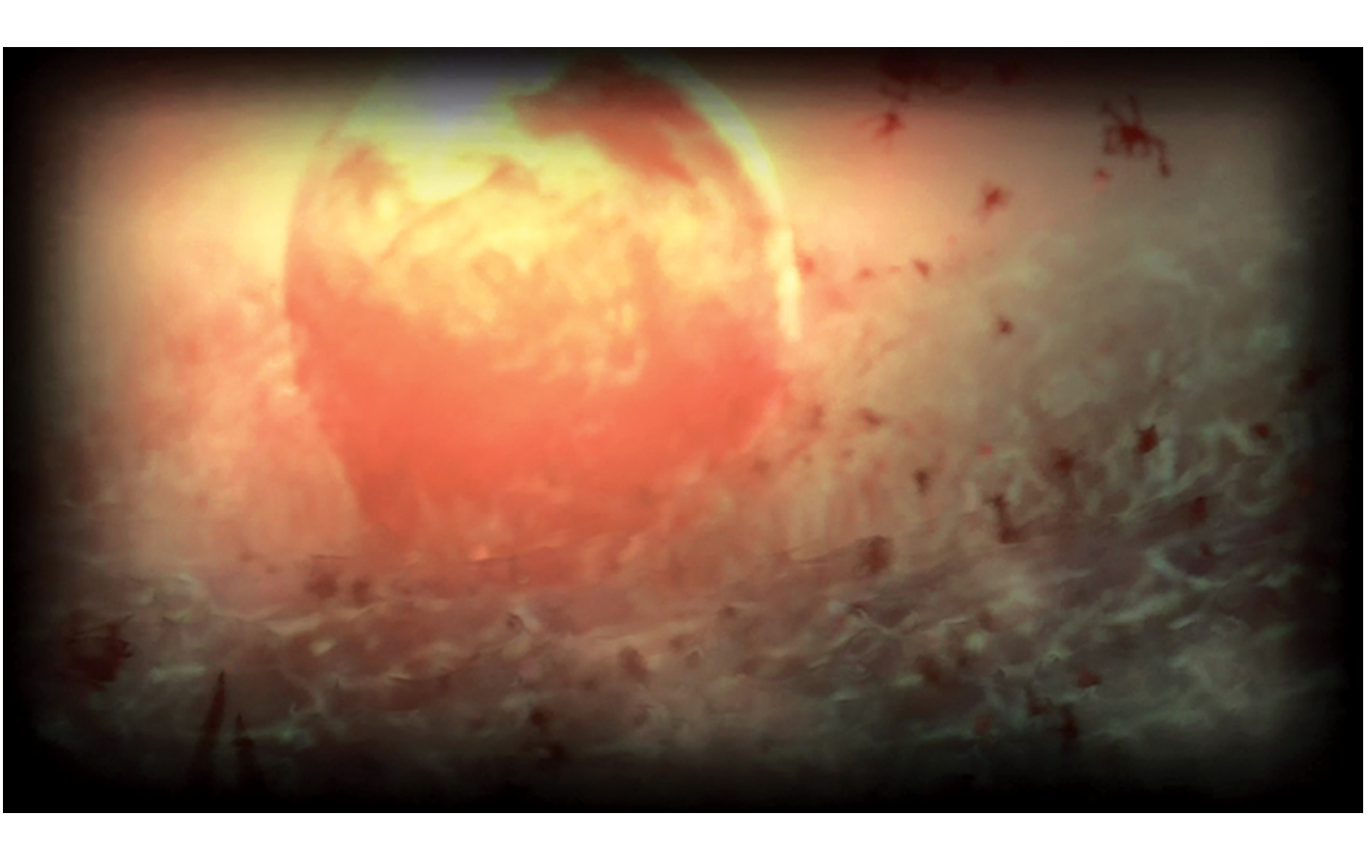


Once all of the samples are arranged in the correct order, the array automatically brings them together. Now you must walk over to the console on the side of the room and activate a switch to assemble the samples into one alien.

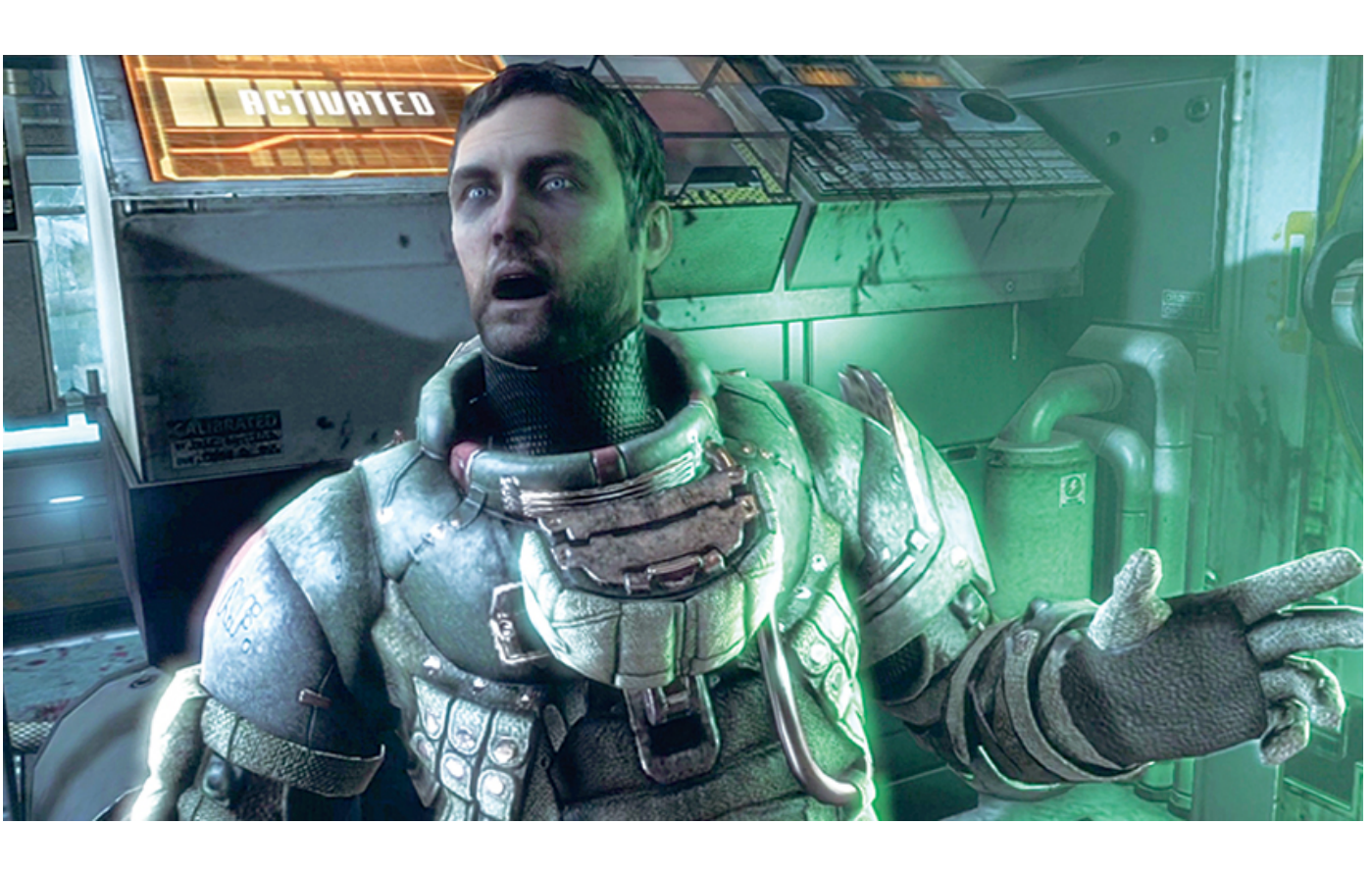
Together as Once

Reassemble Rosetta to earn this award.

Rosetta is not a person. It is an alien. The scientists used an alien brain to create the Codex. Now that it is assembled, all that remains is to activate the Rosetta experiment to understand the Machine.



As Rosetta is being decoded, Isaac sees a vision in which a Marker erupts into final Convergence, sucking the aliens up into the sky, their bodies forming the Necormorph moon of Tau Volantis.

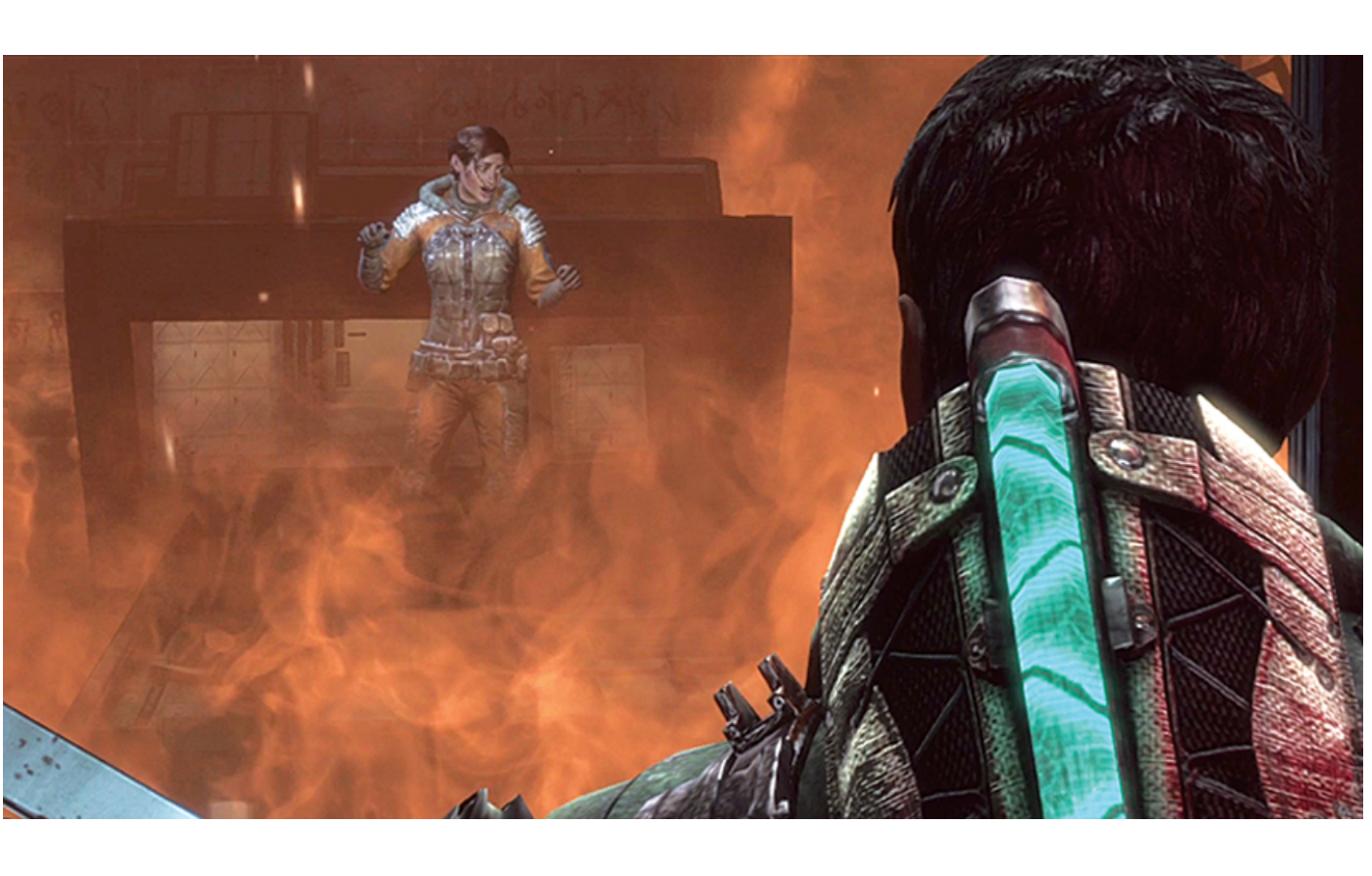


Isaac now understands what has occurred. Tau Volantis is not the Marker homeworld. The aliens were drawn to the planet. The moon is the source of the signal, not the Machine. The moon is the Convergence. The aliens built the Machine to freeze the planet to keep the moon from becoming whole. If the Machine shuts down, everything thaws. The Convergence continues—not just here, but everywhere the Markers have spread. The Codex is the key.

Just as Isaac figures it all out and stands up with the Codex, he realizes that Danik has entered the lab. His soldiers have taken Ellie and Carver captive and he has a gun on you. Danik takes the Codex and plans to use it to shut down the Machine so that Convergence may continue.

Just as Danik is about to have you all killed, Isaac hits a button on the control panel that activates the sterilization gas to begin sanitizing the lab.This creates an opportunity to get away from the soldiers.

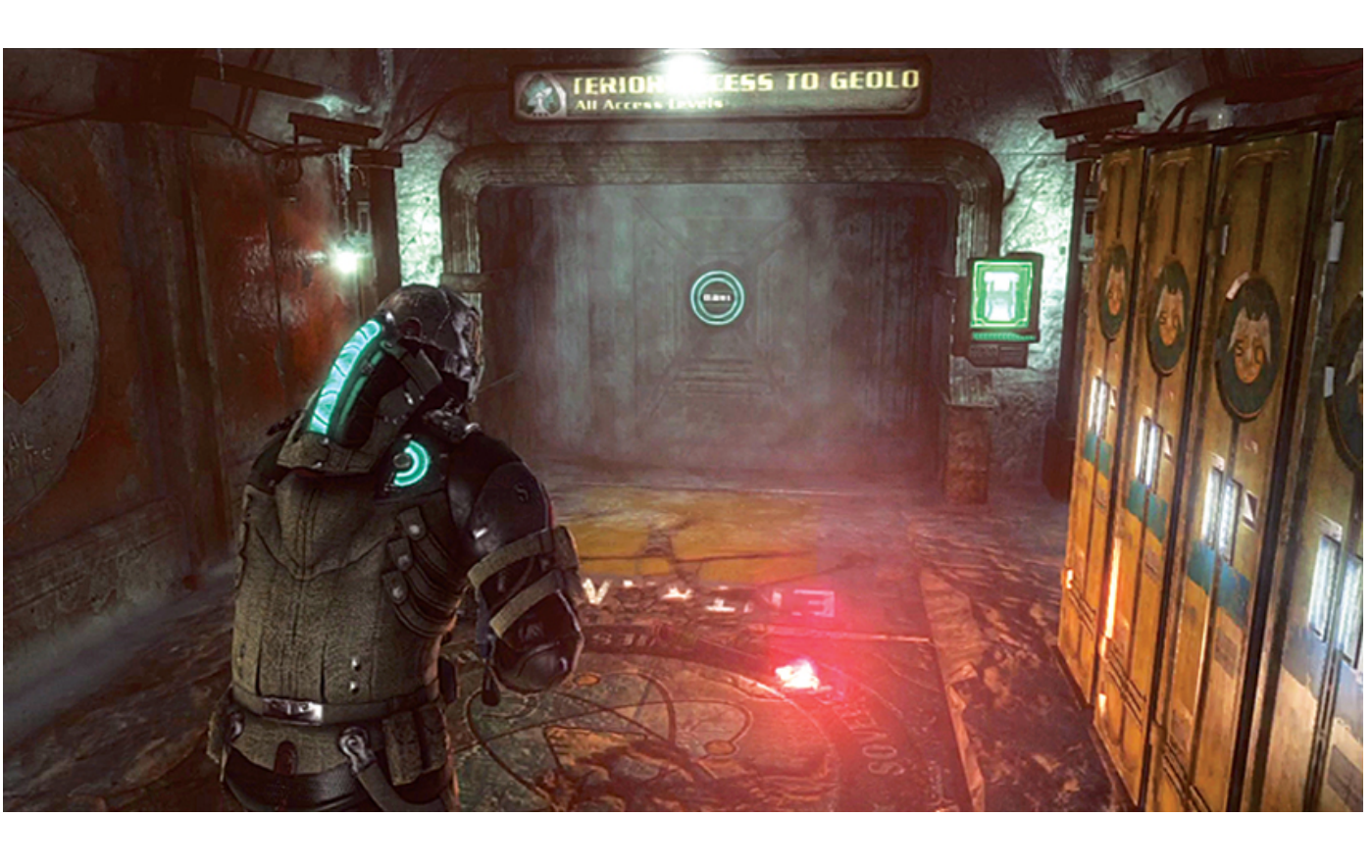
The gas will kill you just like it did the soldiers, so get out of the lab as quickly as you can. Your suit is no protection against this sterilization agent. Carver is waiting for you at the door.



As you get to the door, it is stuck. You have to help Carver close it manually. Ellie is not able to get out. To survive, you have to close the door and get out.

Retrieve the Codex from Danik

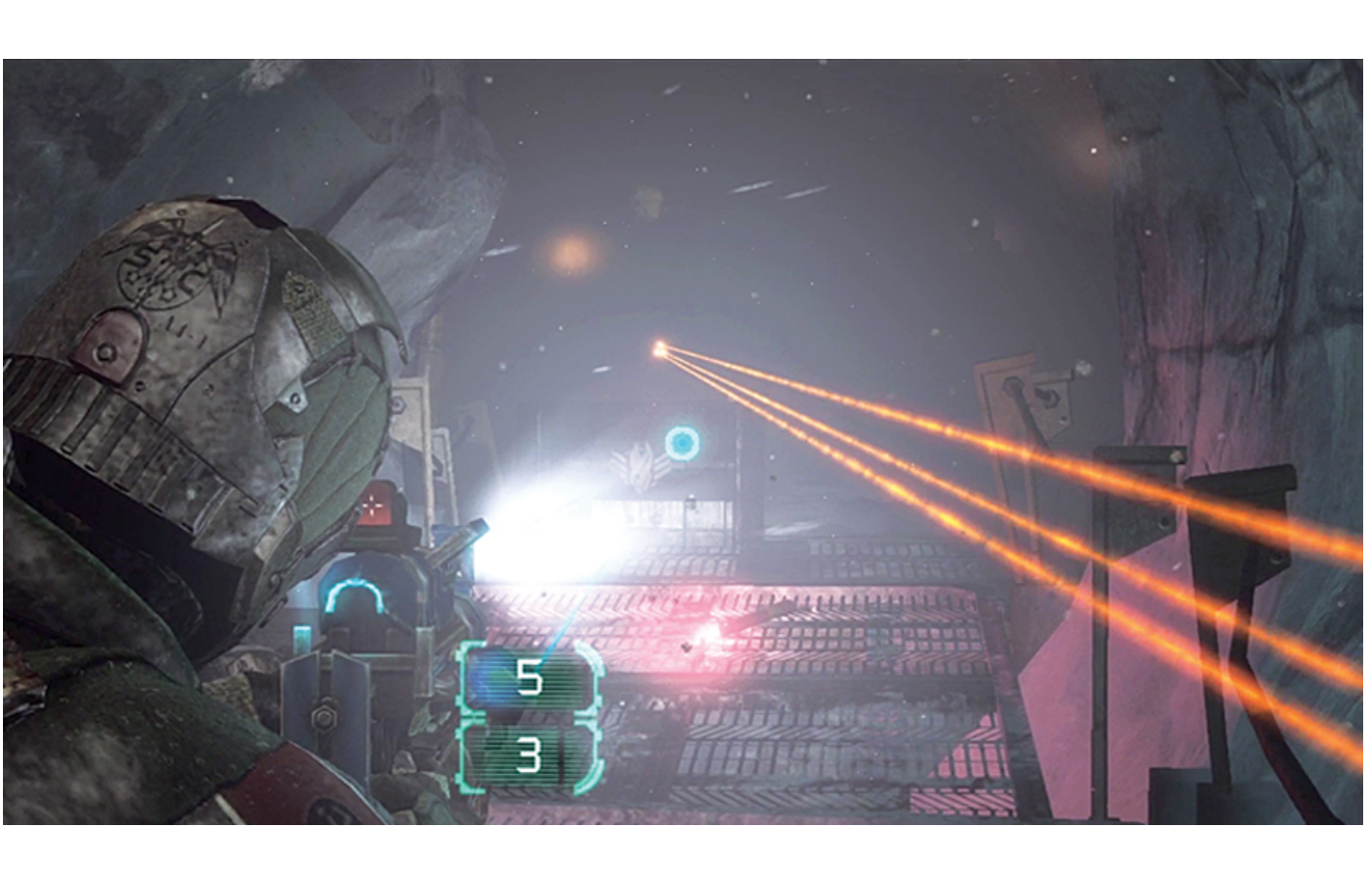
All the linguistic data for communicating with the Machine has been downloaded to the Codex. But now Danik has it, and he’s going to use it to shut down the Machine. But we were wrong: The Machine isn’t creating the Necromorphs—it is preventing them from spreading! Shutting down the Machine will initiate Convergence. I must get the Codex back!



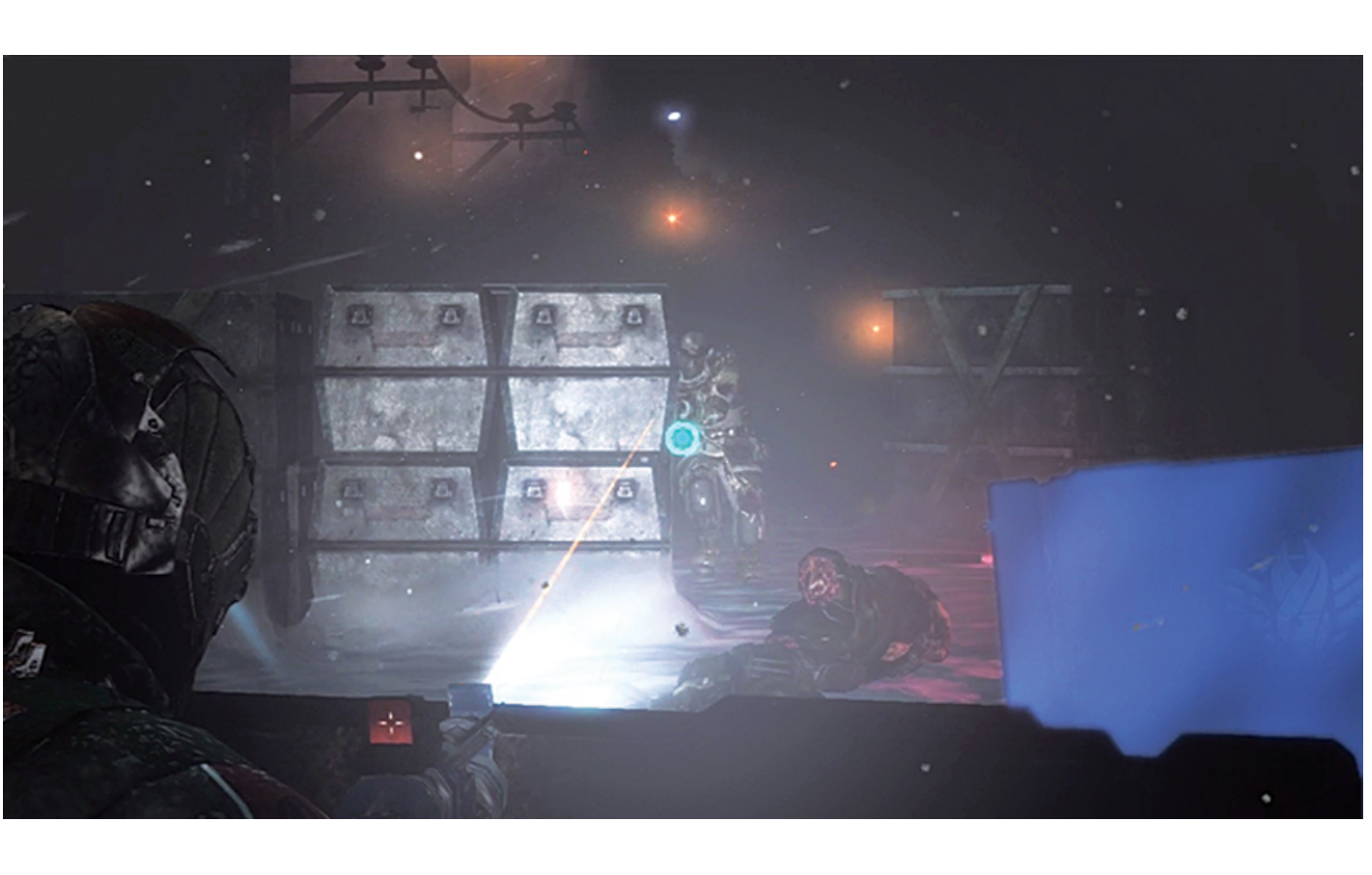
The gas is spreading throughout the entire floor. Follow the locator beam to the elevator as you run to escape the gas. Once you get to the elevator and take it down to the lower level, you are safe from the gas. Advance through the hallway to the door that leads to the Geology sector.

Catch Up with Danik

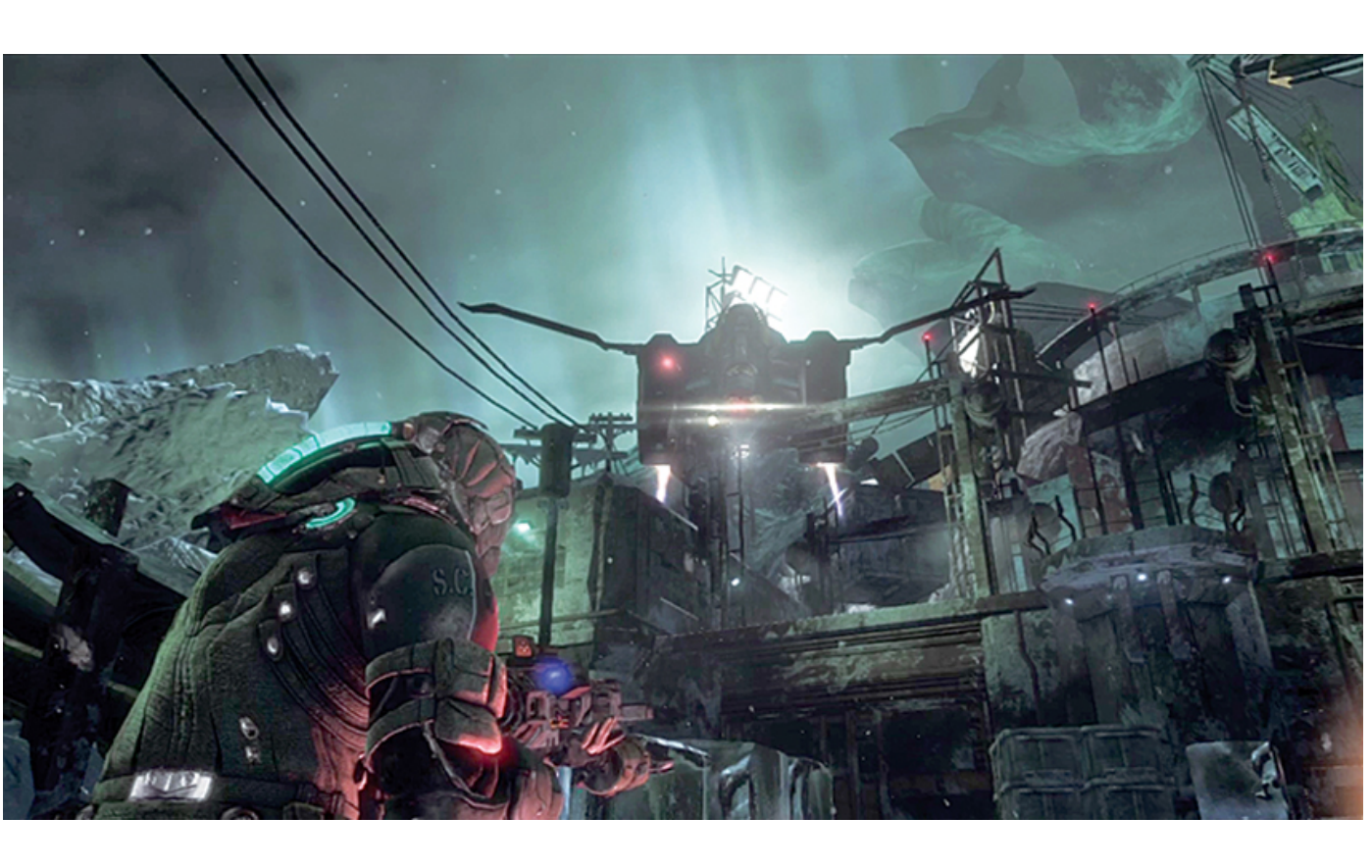
Danik has a head start, but I’ll do whatever it takes to stop him. This is what Ellie would have wanted me to do. She will not have died in vain.



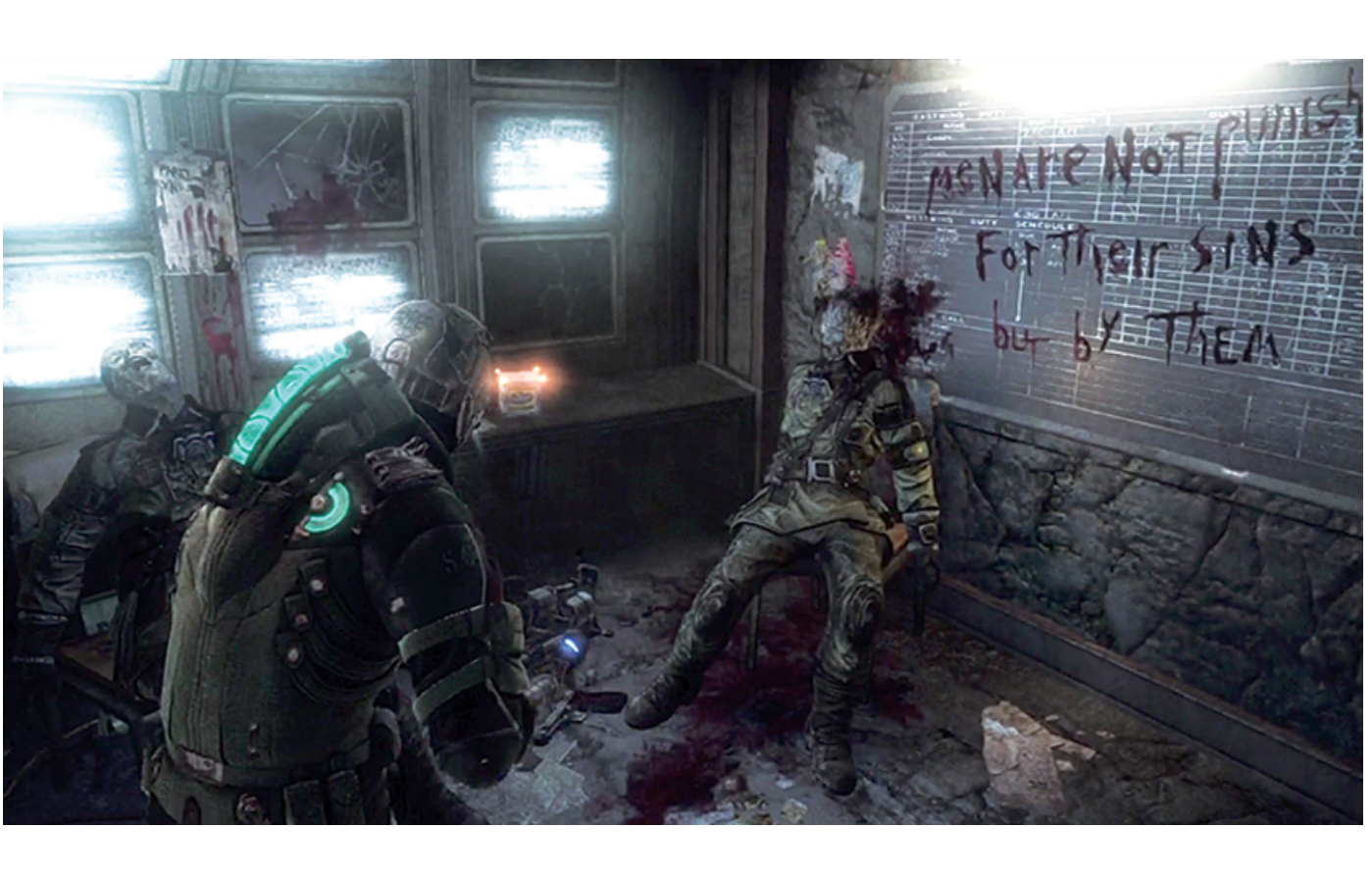
Follow the locator beam toward the steel walkway. As you get there, laser sights light up the snowy haze. Fire at the source of the sights—even though you can’t see the soldier holding the weapon. Advance along the walkway, engaging soldiers as you go.



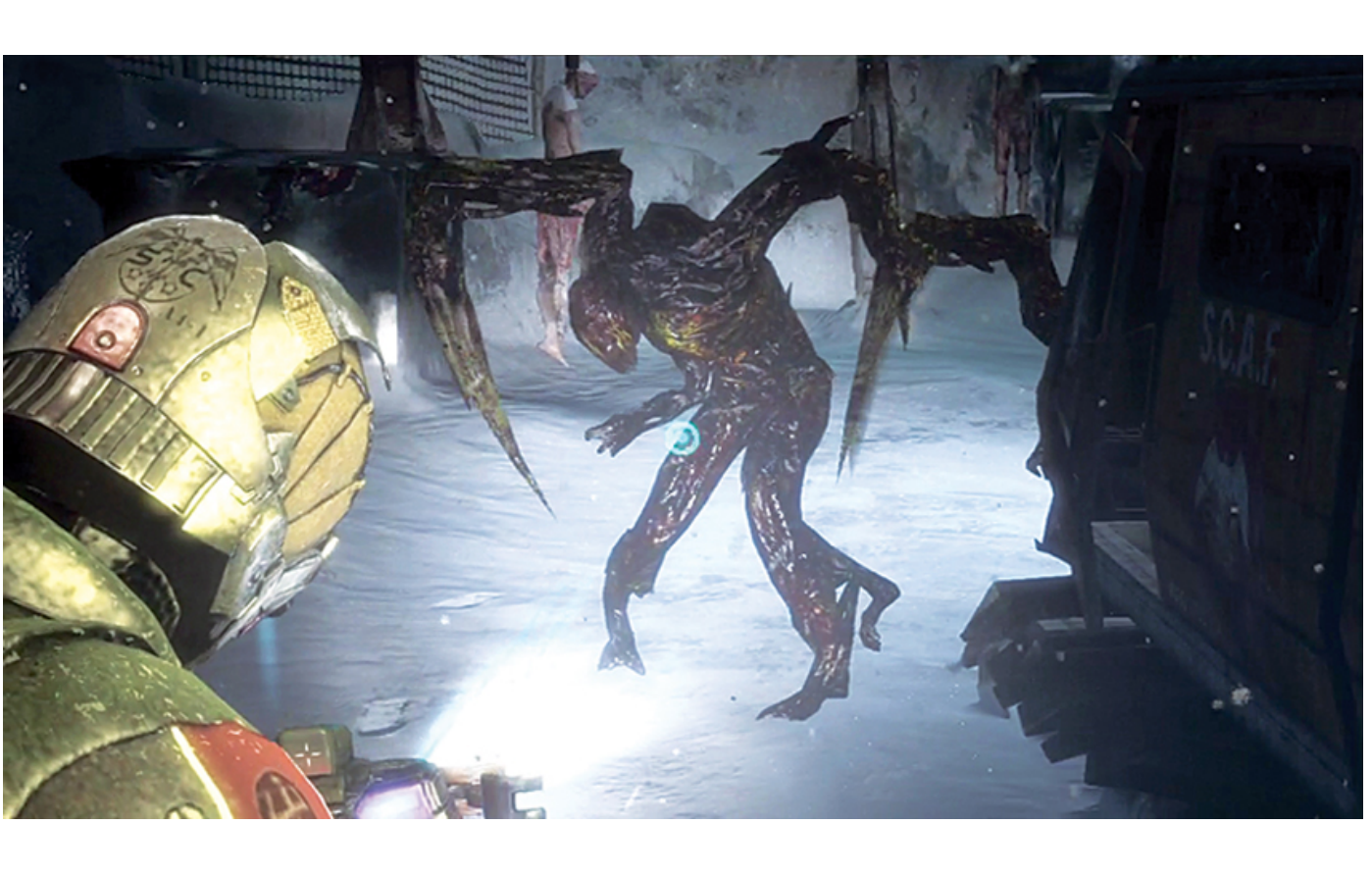
Keep going to the clearing with the storage containers. More Unitology soldiers are here. Take cover and open fire. Watch out for grenades thrown by the soldiers. Move away from them and keep up the pressure. In addition to the soldiers, you also have to deal with Stalkers that attack both sides freely.



Clear out all the enemies here, then move to the cargo lift and take it up to the upper clearing. One of Danik’s gunships arrives and begins firing at you. Run for the gatehouse that is lit up by flames. Kill the soldiers inside and then continue through a door into a small room.



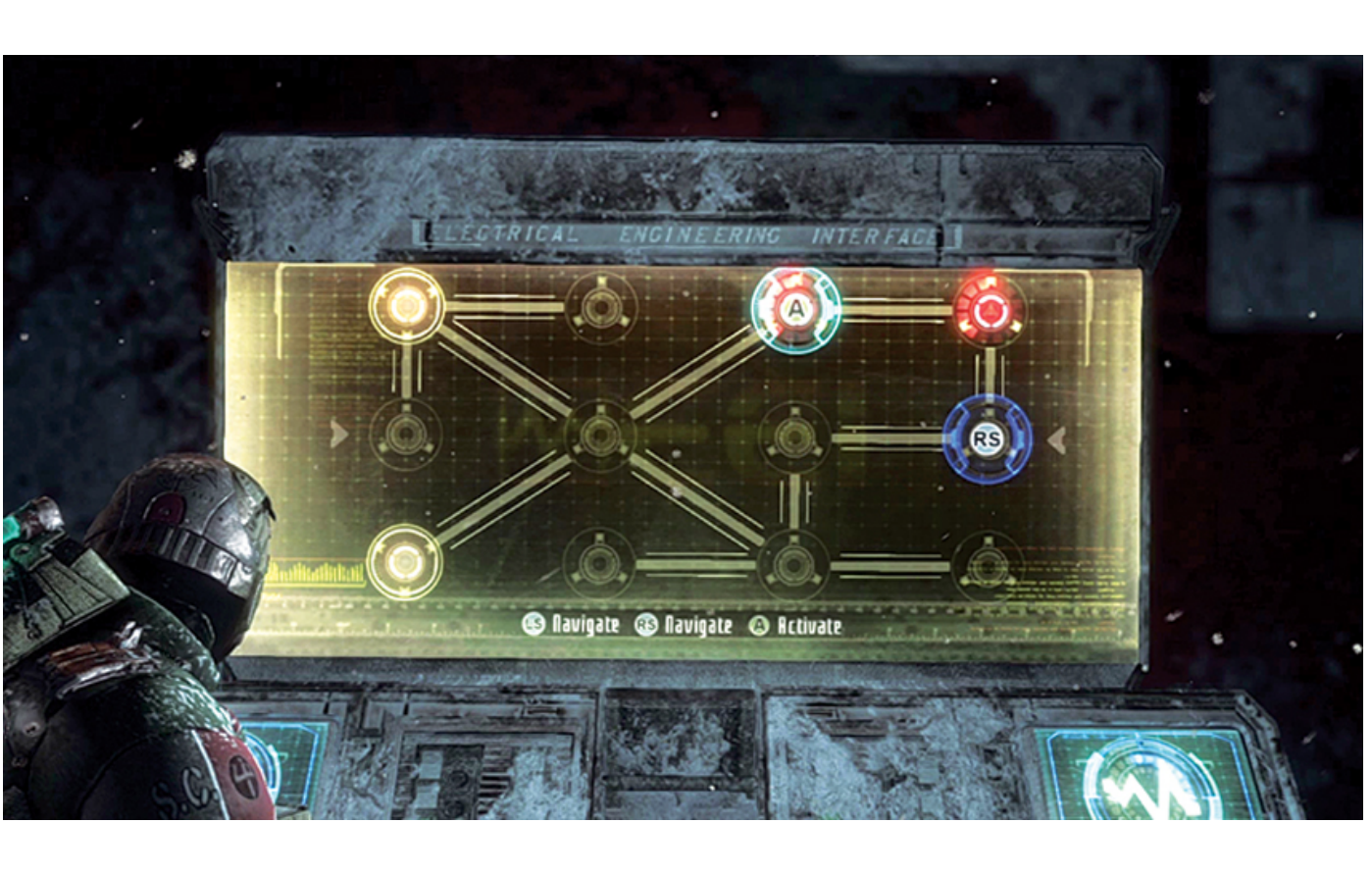
The small security room contains a couple of centuries-old corpses as well as a flame glaze weapon part. Pick it up and then exit through the other door to another clearing with several crates.



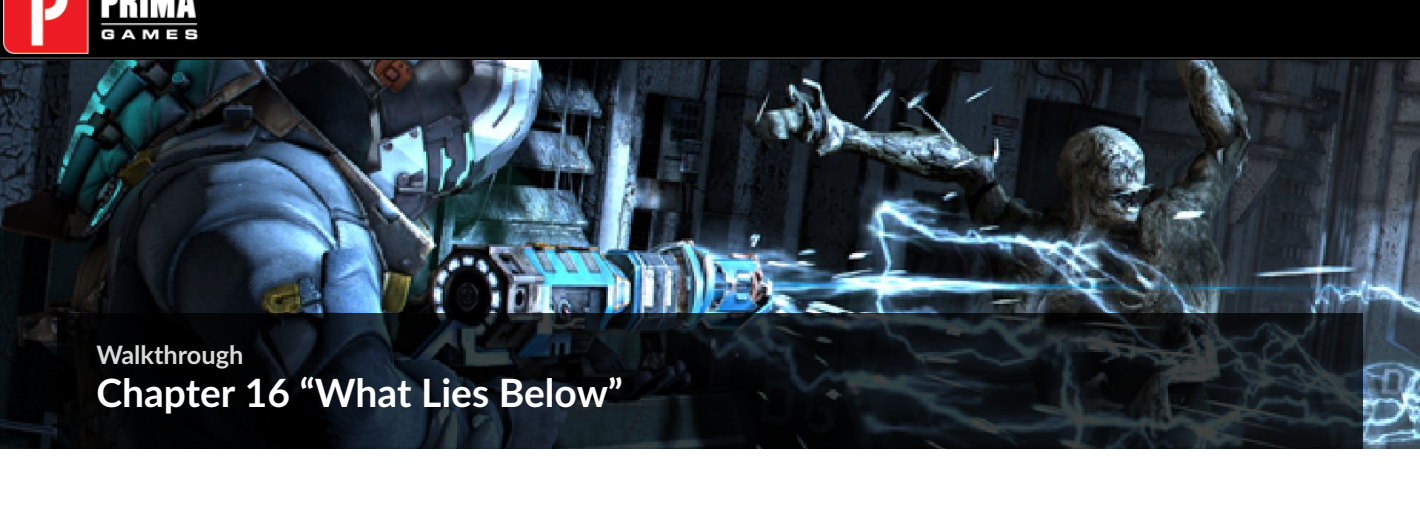
As you move out into the clearing, you are attacked by several Super Slashers as well as Unitology soldiers who are up on catwalks and firing down on you. Some rappel down to the clearing and attack from the ground.

Take cover and return fire. Clear out the enemies at your level, then go after the soldiers up on the catwalks.

Once it seems clear, rush across the clearing toward the door. It is locked. However, you don’t have time to worry about this now. More soldiers up above start firing down on you. As if that were not enough, Twitchers attack you at ground level.



When all the enemies are dead, unlock the door by using the electrical engineering interface next to the door. Now move through the door and follow a frozen corridor toward another door to continue to the next chapter.



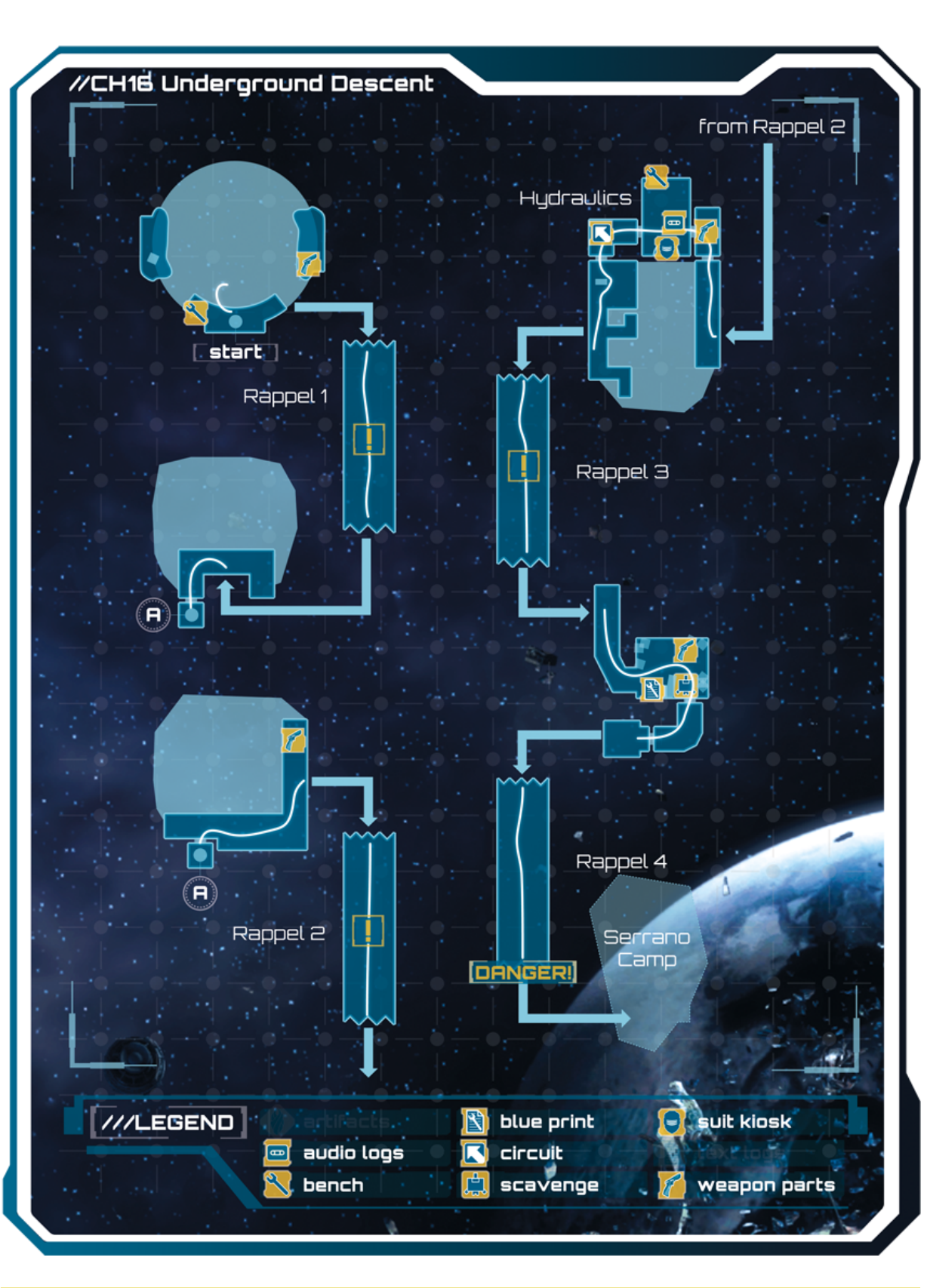
Walkthrough

Chapter 16 “What Lies Below”

Tau Volantis’s secret is revealed: The Machine wasn’t created to start the Convergence—it was created to stop it. The aliens built the Machine to freeze the true enemy: the Necromorph Moon. Isaac must now stop Danik from shutting down the Machine.

Level Stats

- Total Logs: 1
- Audio Logs: 1
- Circuits: 1
- Blueprints: 1
- Weapon Parts: 4

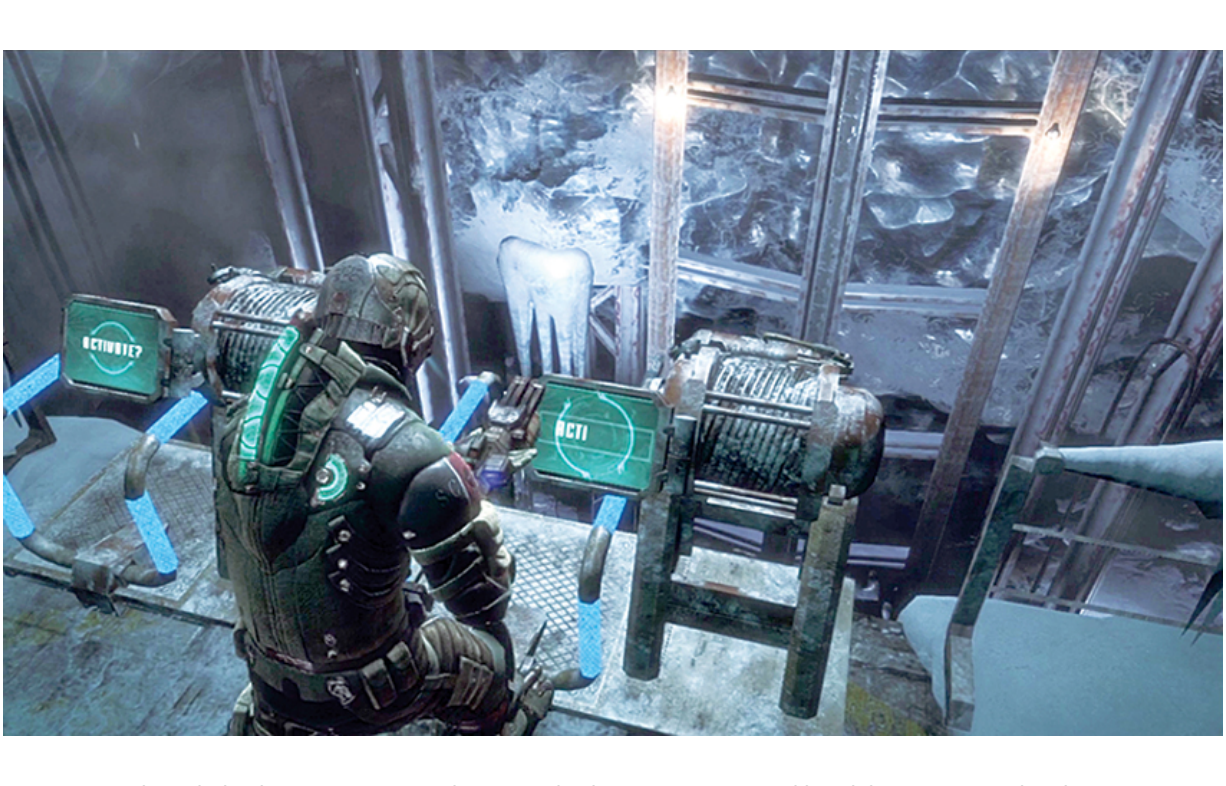


Click here for interactive maps

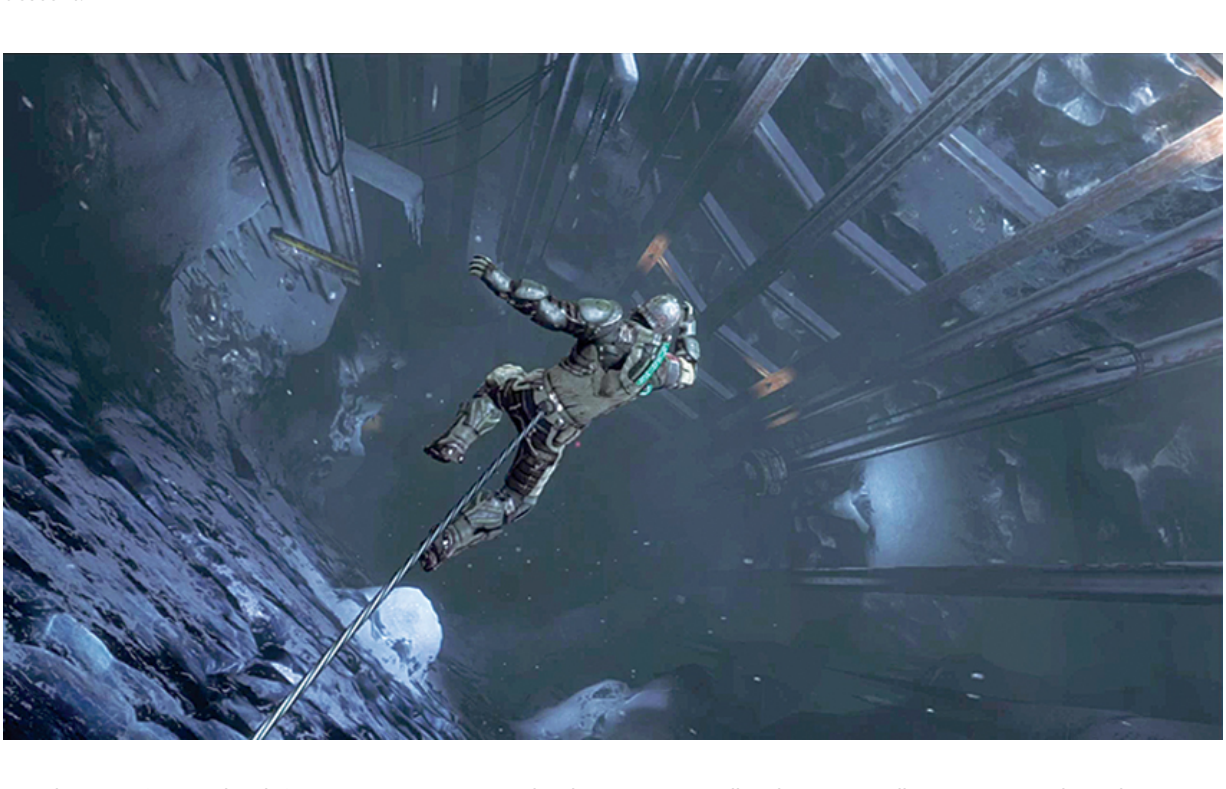
Tau Volantis Underground Descent

Follow Danik Down the Research Silo

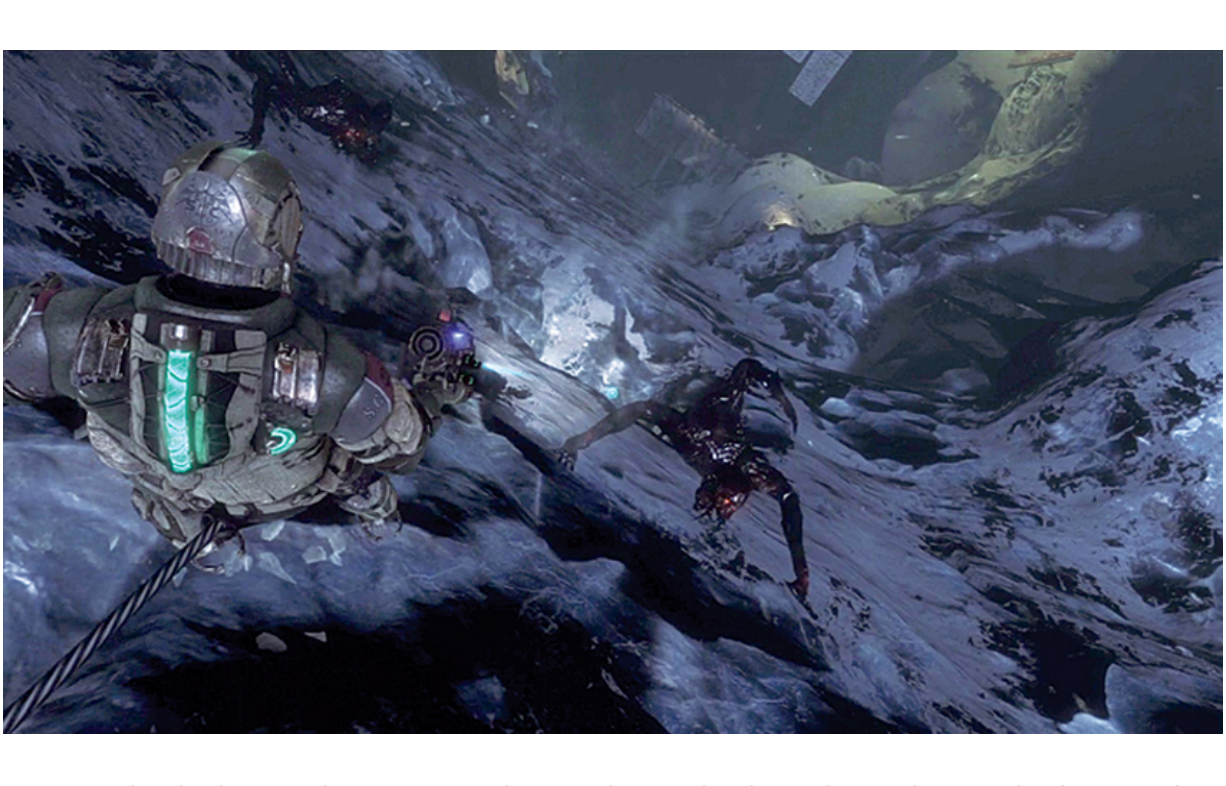
Danik knows where the Machine is located. And now that he has the Codex, he can instruct it to shut down. He’s down here, somewhere, and I must find him. If Danik turns off the Machine, it will trigger the final state of Convergence—not just here, but across the galaxy. His zealotry is a loaded gun pointed at all humankind, and he’s about to pull the trigger.



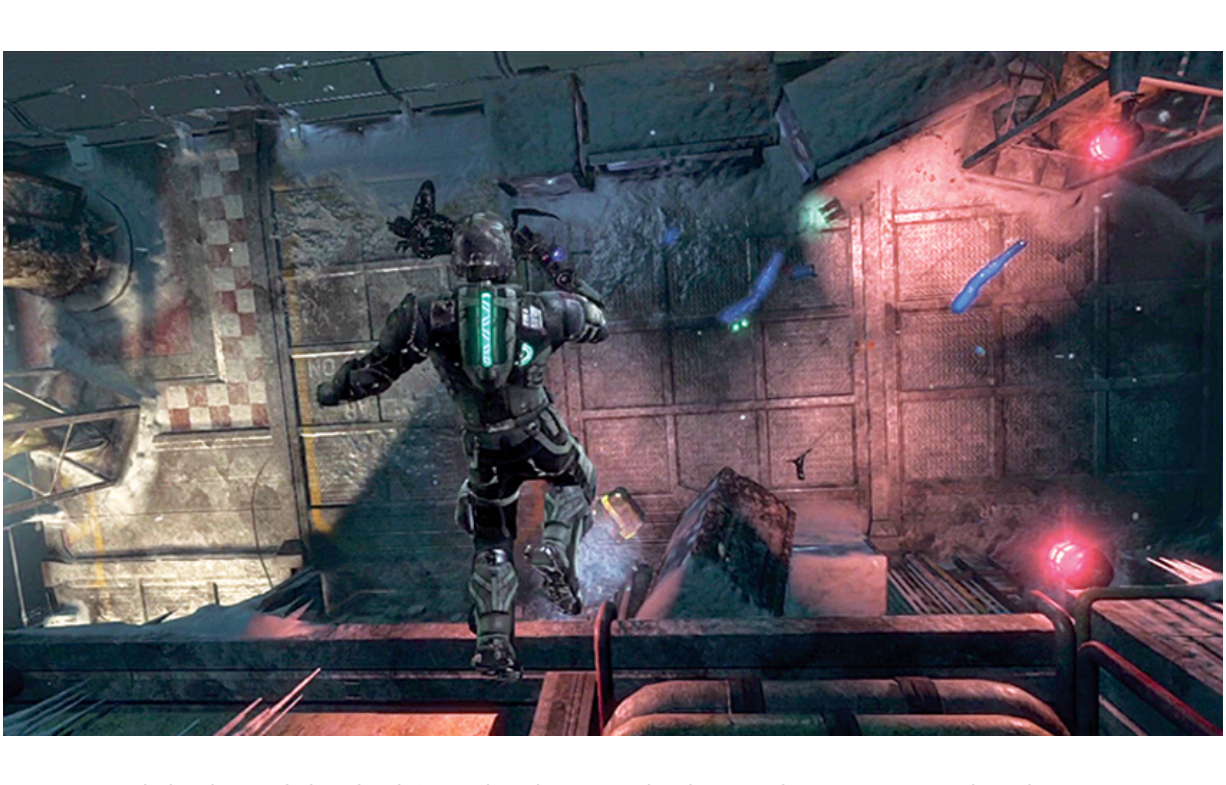
As you move through the doorway, you enter the Research Silo. You can use a workbench here if you need to do some upgrading or switch weapons. When you are ready to continue, move to one of the winches. Activate it and then begin your descent.



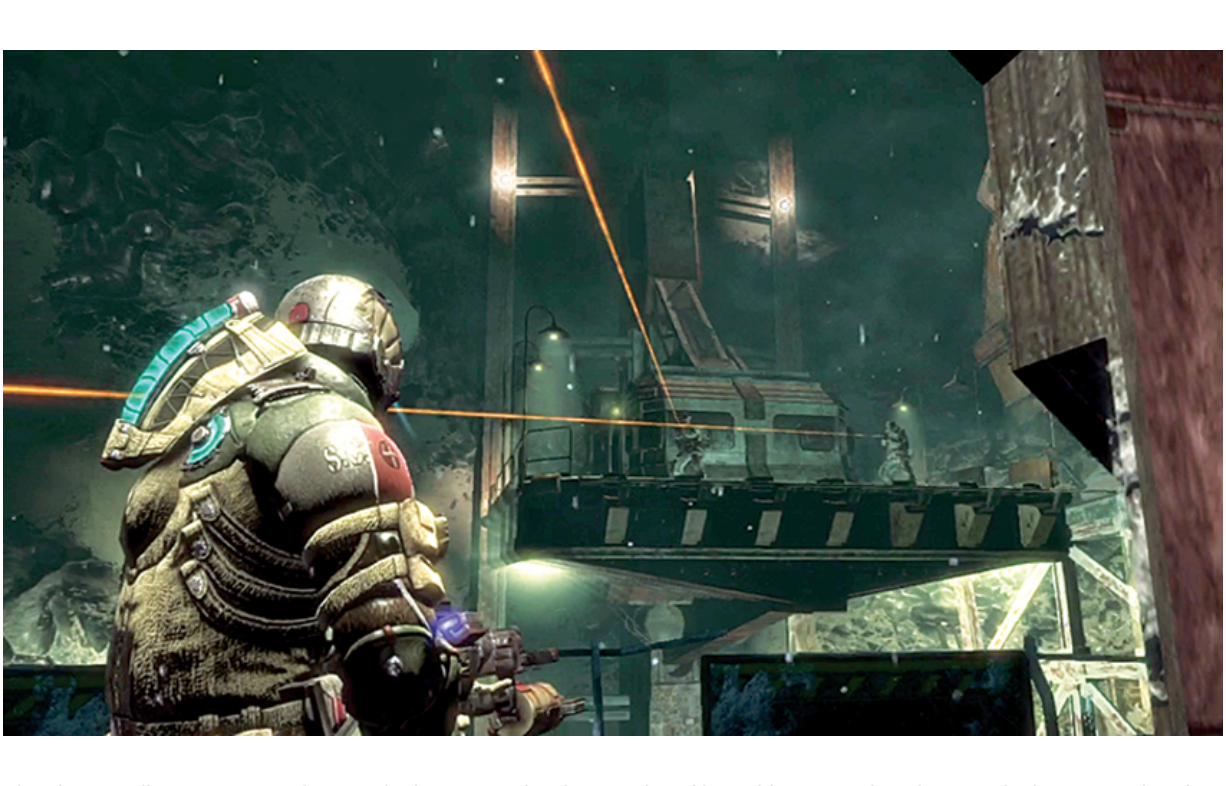
Watch for sections of the cliff to give way as you rappel. When you see small rocks start to fall, jump to one side so that you don’t take damage as the larger rocks fall. You also need to jump when you come to a gap in the side of the cliff.



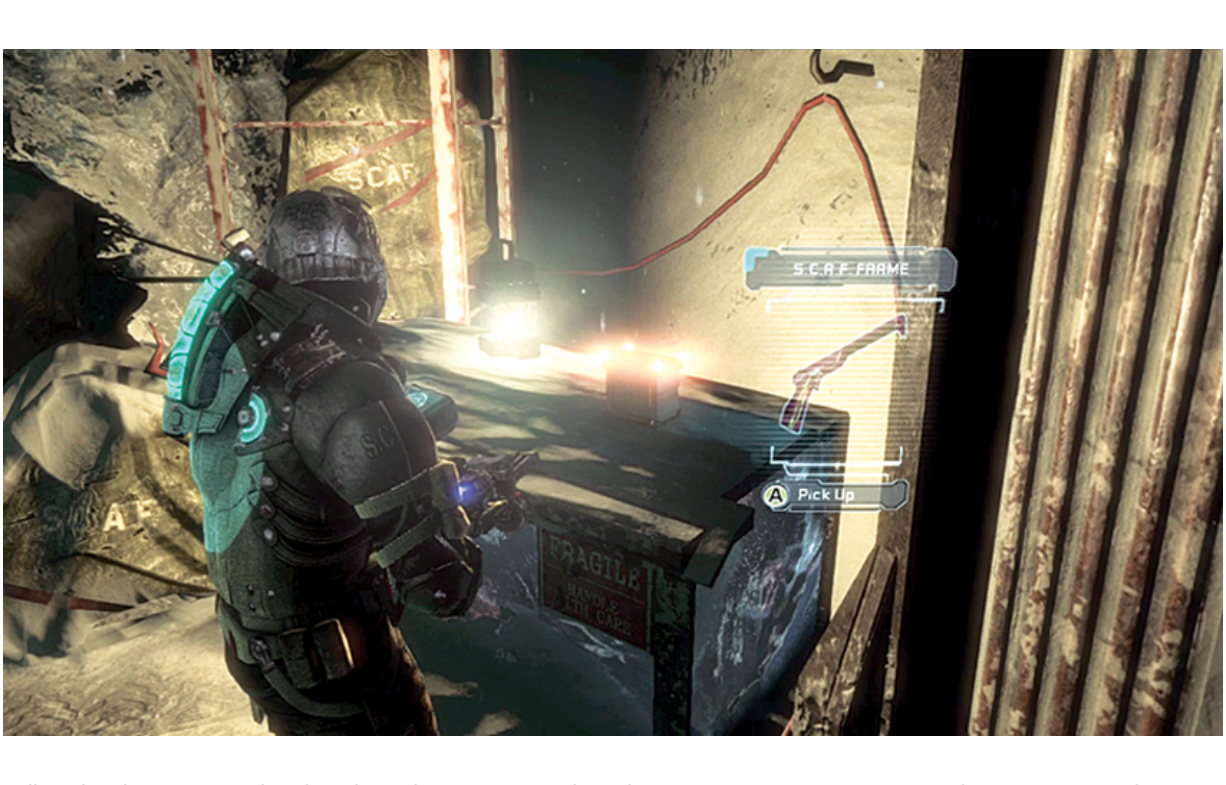
Leapers crawl up the cliff to attack you. Pause your descent and engage them before they get close enough to hurt you. When it is clear, continue rappeling down the cliff.



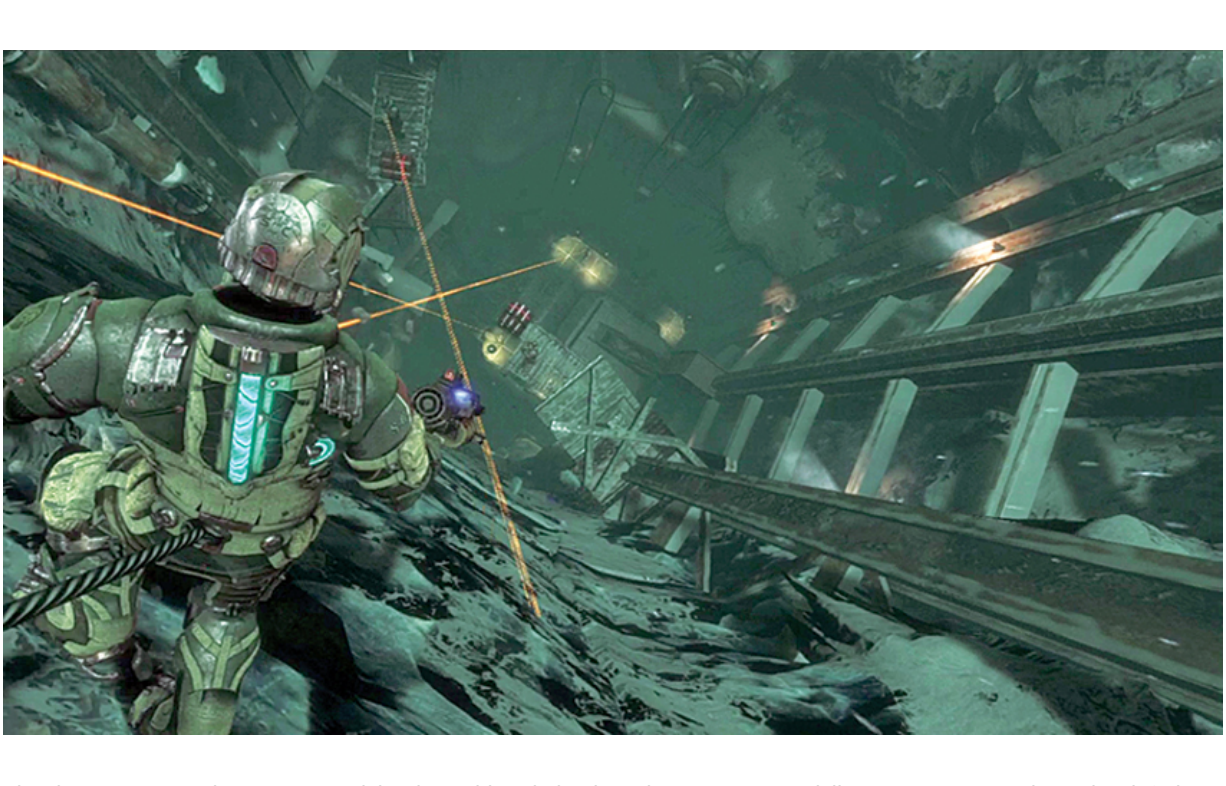
Once you reach the platform below the cliff face, drop down onto the platform. There are containers here that you can stomp for pick-ups. Get what you need, then follow the platform around to an elevator. Ride it down to the next platform.



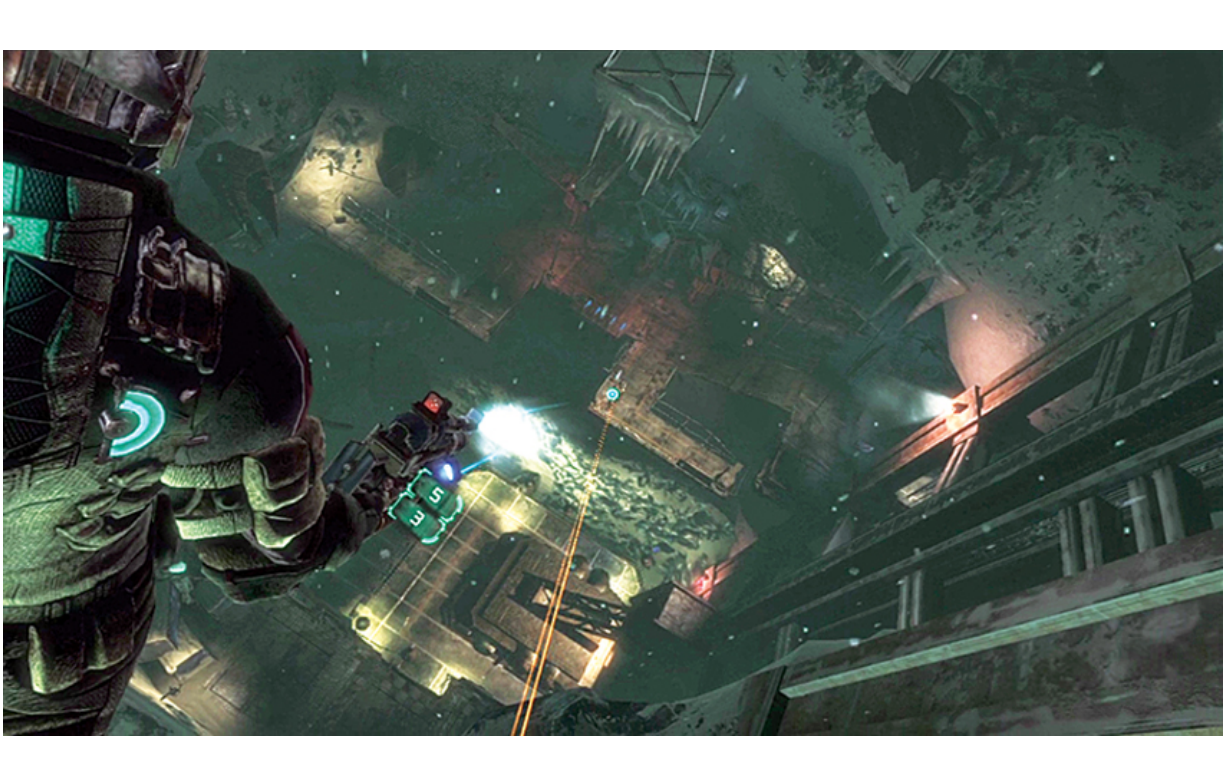
The elevator allows you to catch up to the large cargo lift that Danik and his soldiers are riding down to the bottom of the silo. Fire at the soldiers to try to kill a couple of them before the lift descends out of range. The more you can kill now, the fewer you have to deal with later.

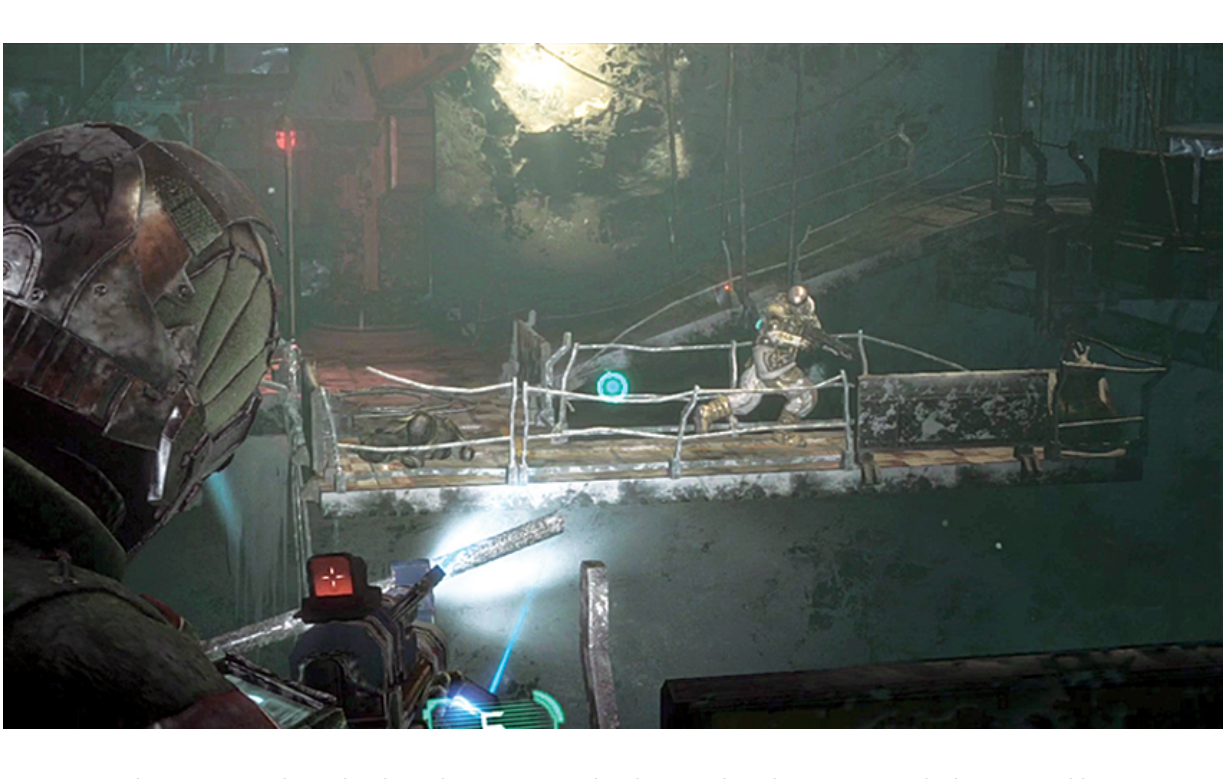


Follow the platform around to the other side. Be sure to pick up the S.C.A.F. frame weapon part on the specimen case before moving to the winch and descending down another cliff face.

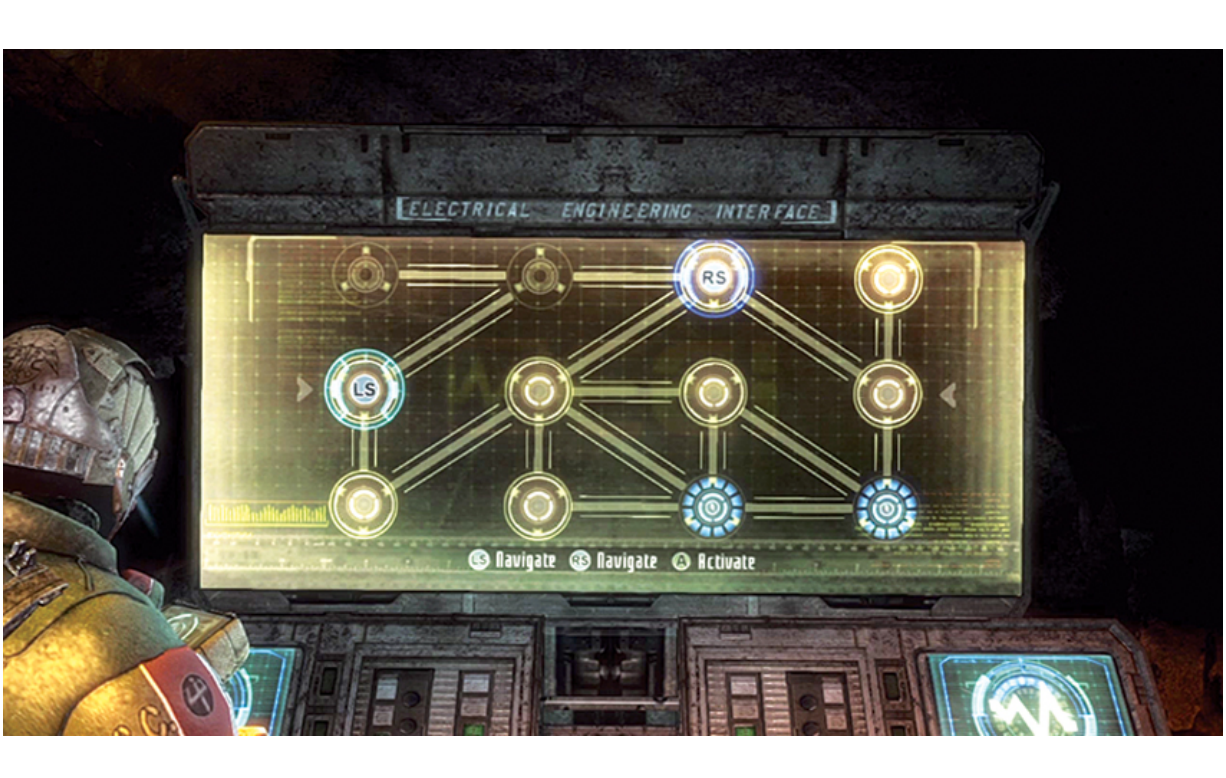


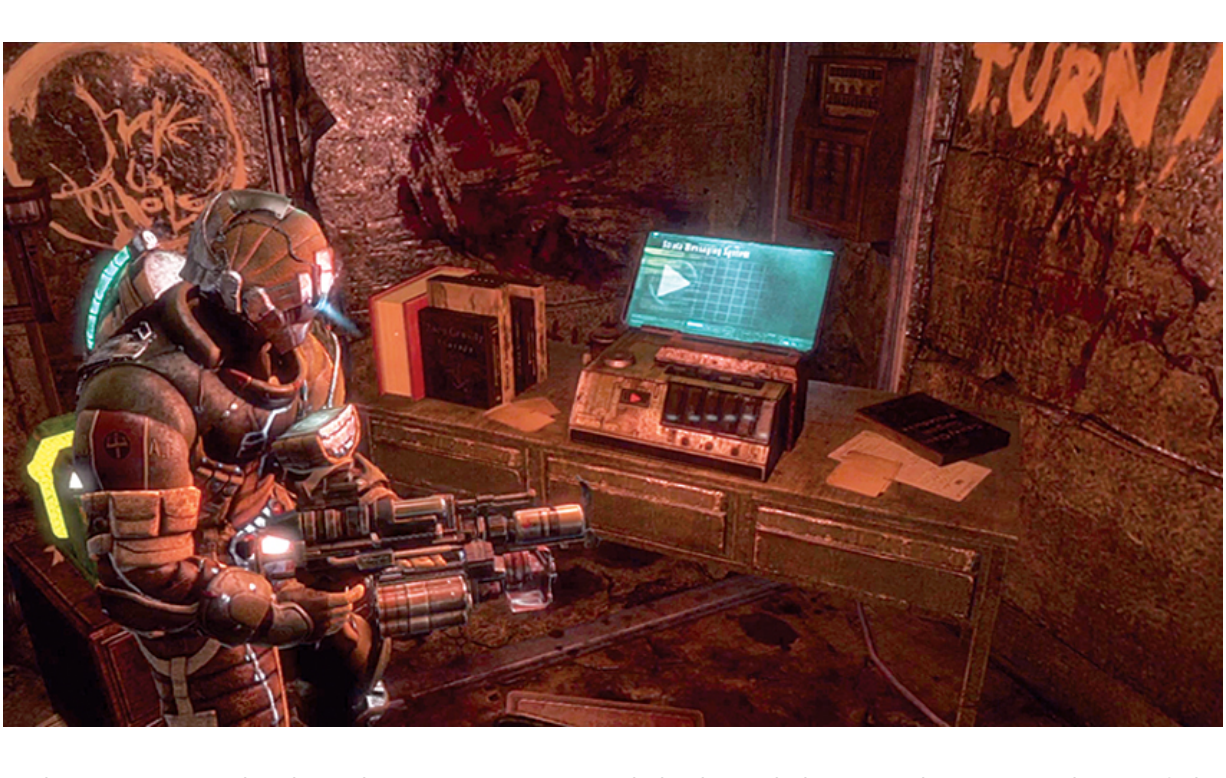
This descent is more dangerous. Danik has left soldiers behind on platforms to try to kill you. As you move down the cliff, shoot at the soldiers and kill them before they kill you. Aim for the explosive canisters on some of the platforms to detonate them and kill the nearby hostiles. If you have a grenade launcher-type weapon, it can come in handy for taking out the soldiers below you.





Continue working your way down the cliff. When you get to the platform, drop down onto it and take cover. Soldiers on a platform opposite yours are preparing to attack you. Kill them first, then walk along the platform to a door that leads into the hydraulics shack.

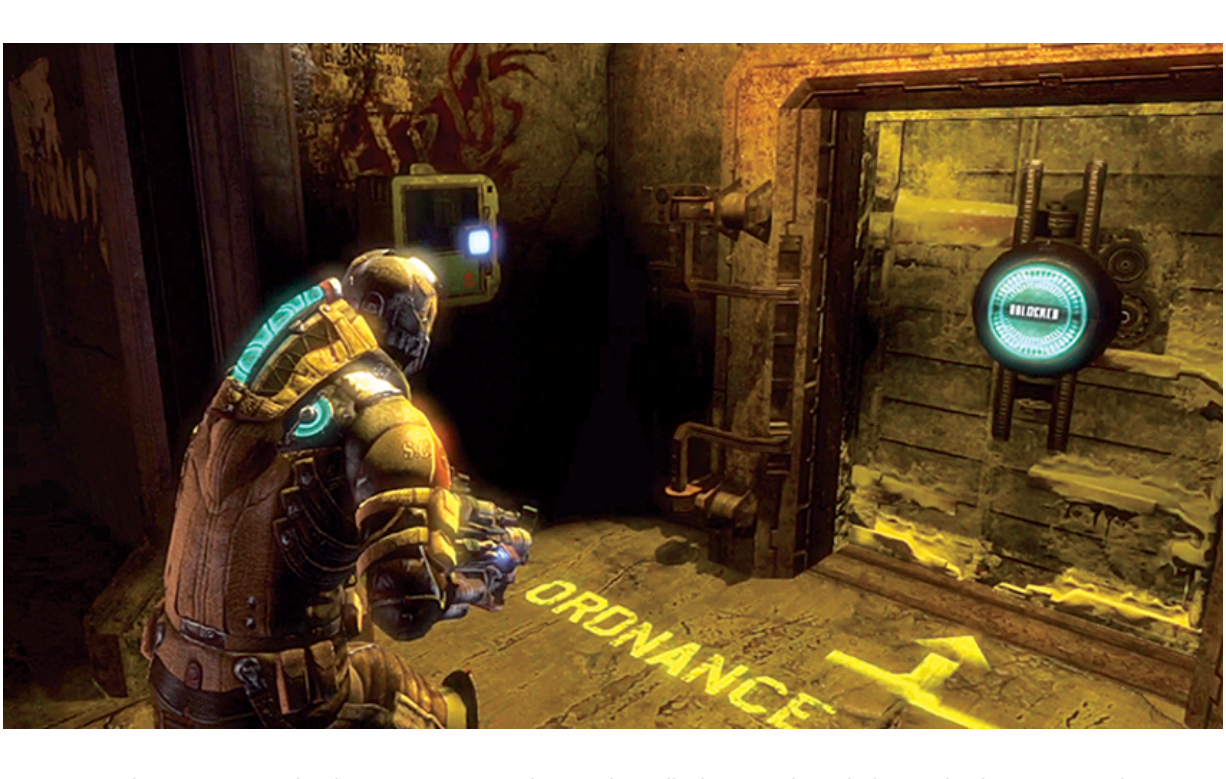




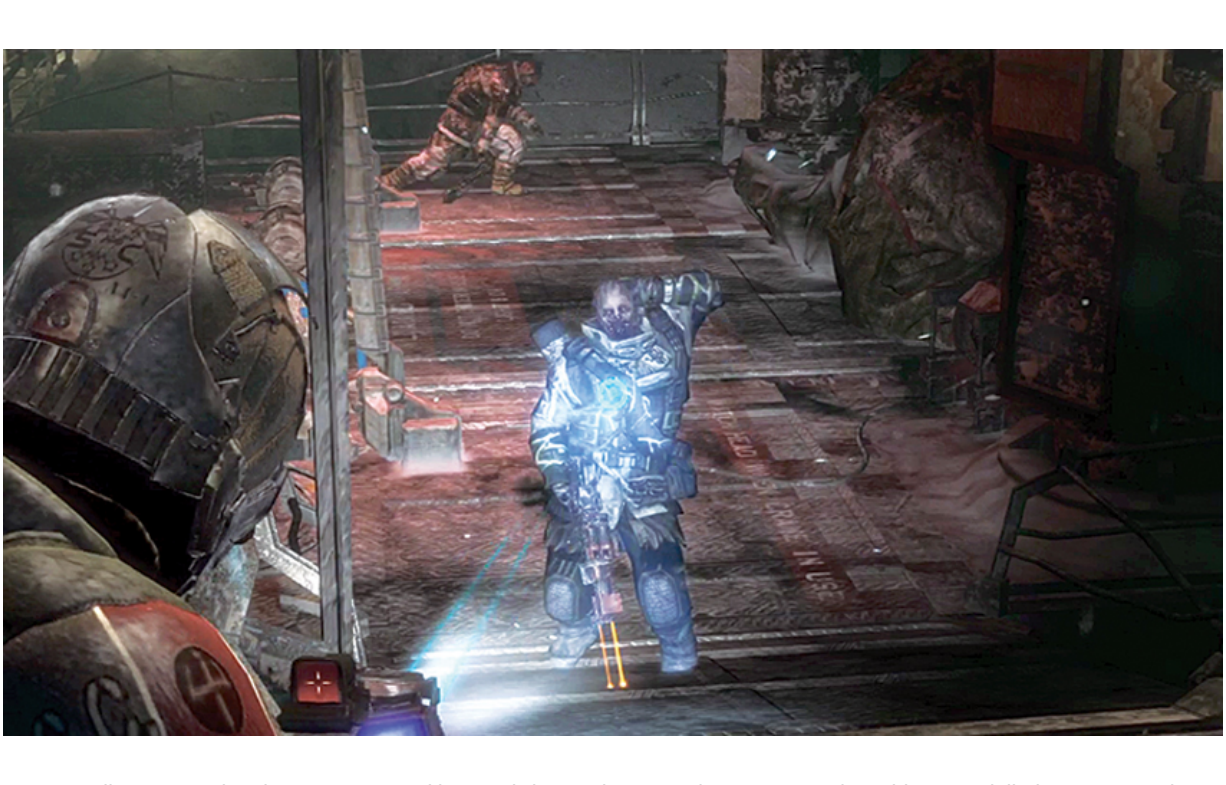
Inside you must use another electrical engineering interface to unlock a door and advance into the next room. There you find a workbench, a suit kiosk, and an audio log. Listen to it and perform any upgrades or weapon changes you need to do. It is a good idea to bring along a weapon with a rapid fire capability as well as a heavy hitter.

//Audio Log: “Turn It Off”

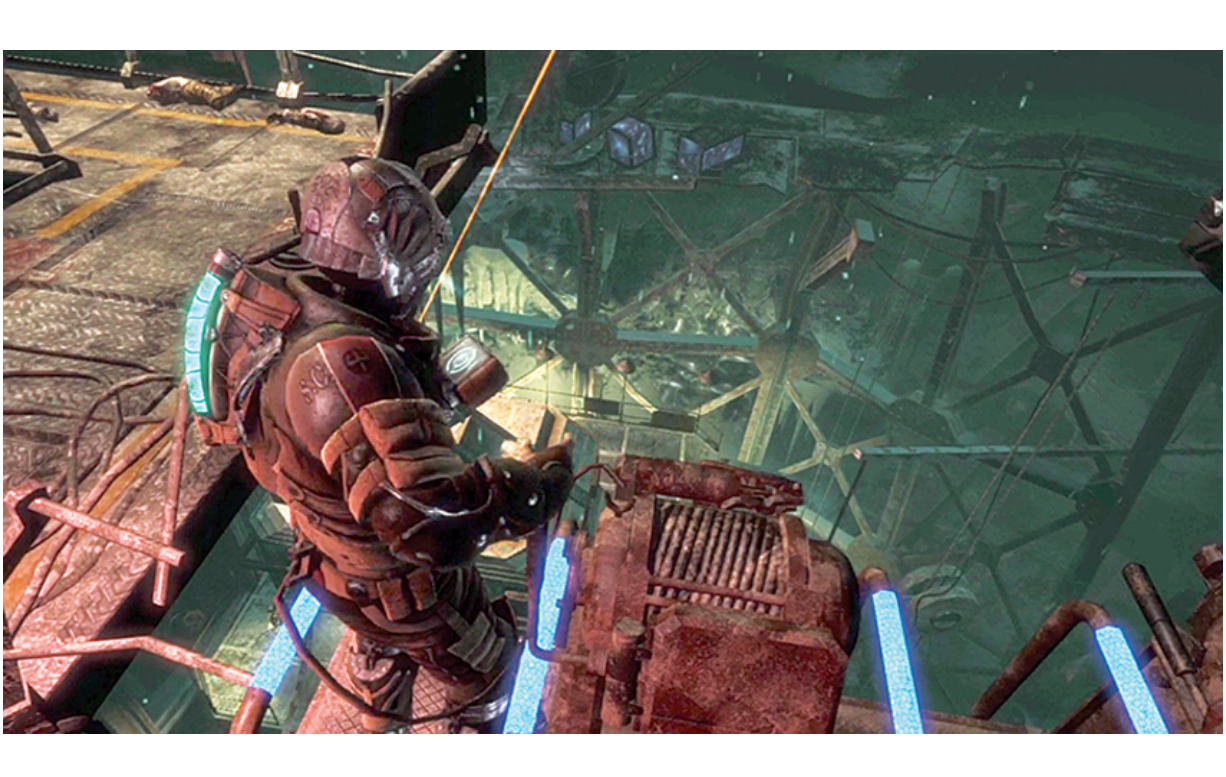
“Turn it off.” We thought it was the answer. But we were deceived. The Moon is the source of the signal … the madness. “Make Us Whole,” “Turn it Off!! These are its cries for help—its call to action … and we are the fools who listened.

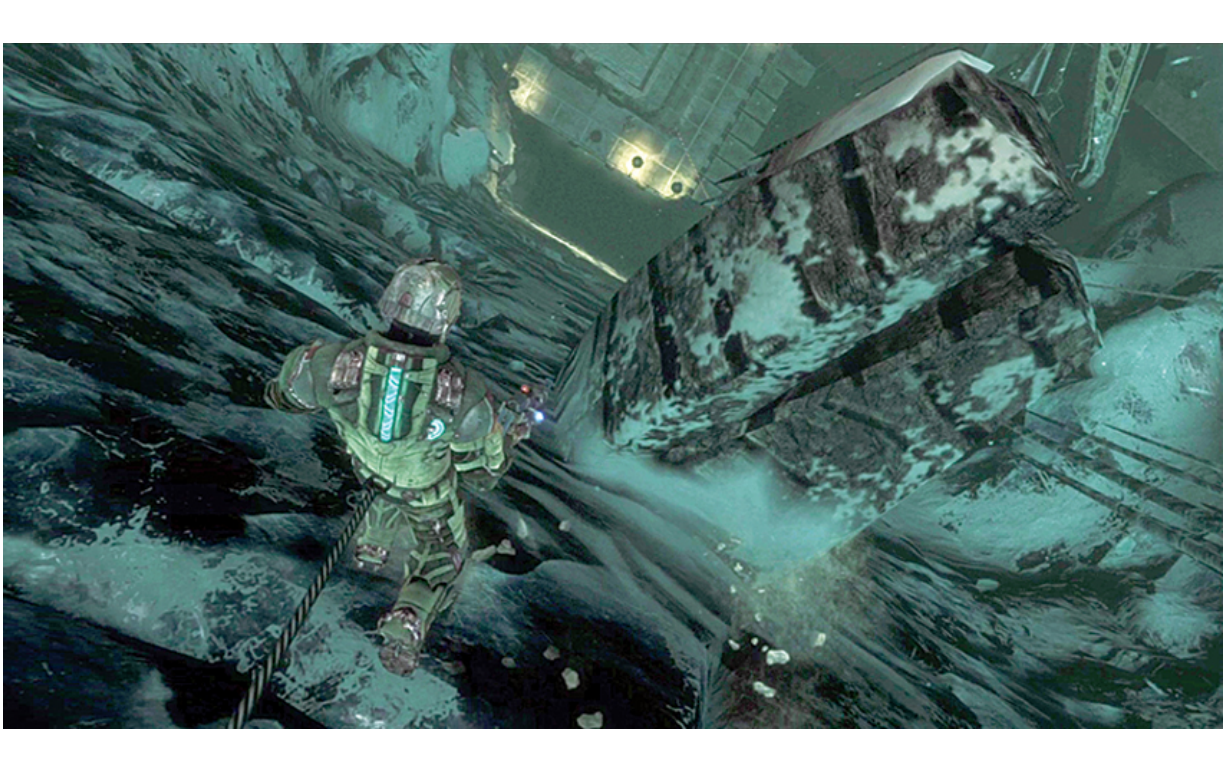


Continue to the next room and pick up a circuit from a box on the wall. Then exit through the nearby door to get to the next platform.

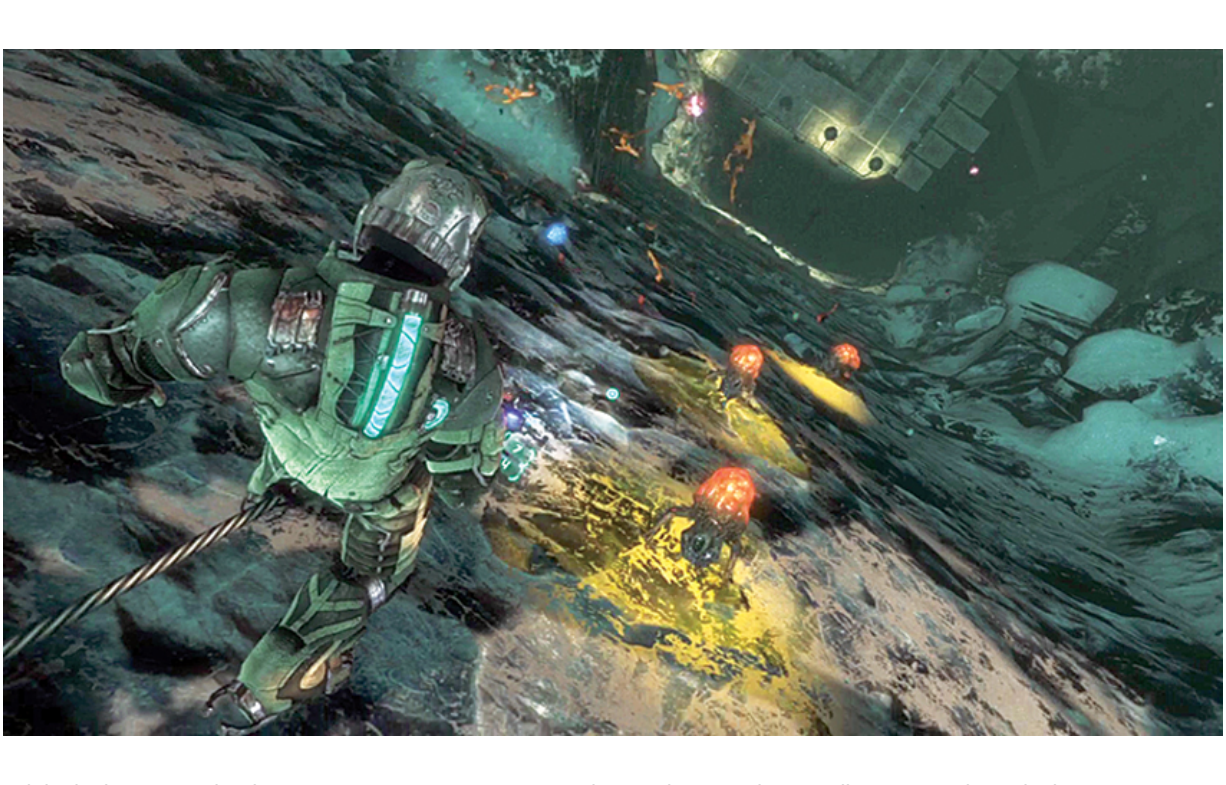


As you walk out onto the platform, it seems like Heads have taken over the corpses of the soldiers you killed. So now you have to kill them all over again. As they go down, be sure to kill the Heads as well, or they will just reanimate another corpse and continue attacking you.

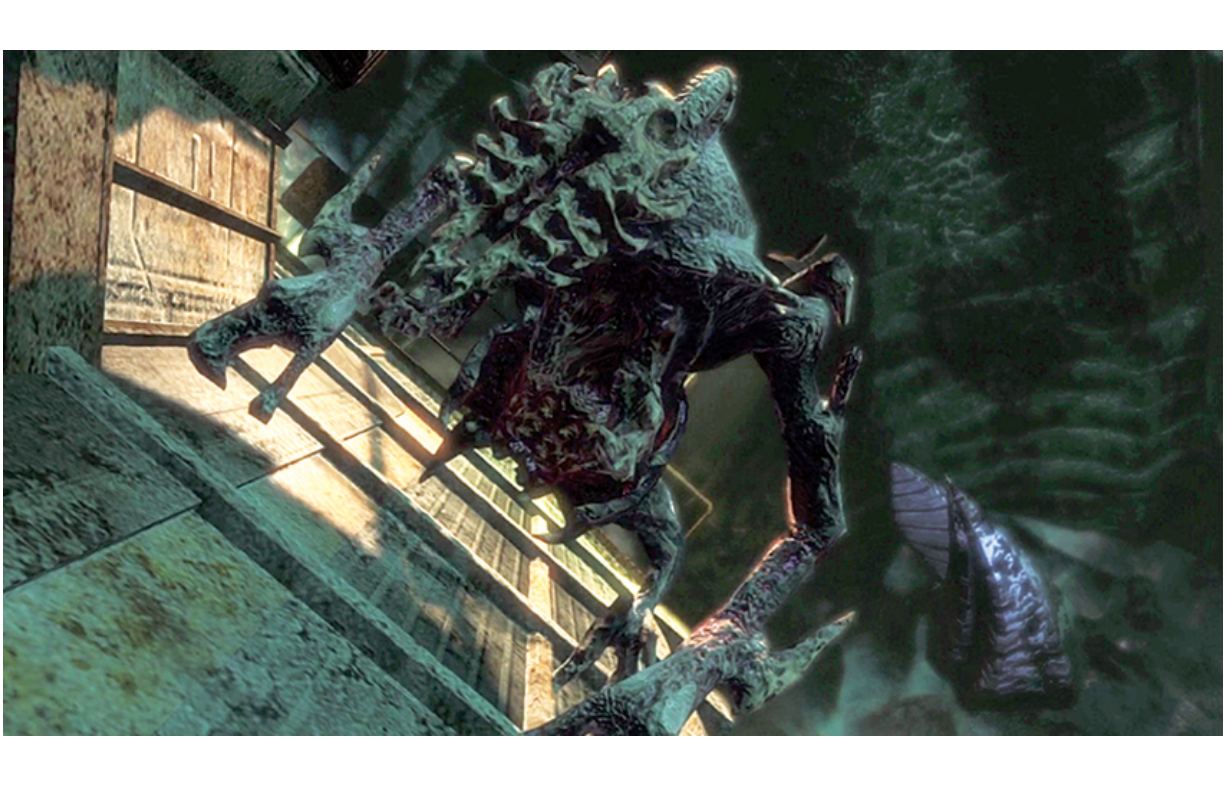




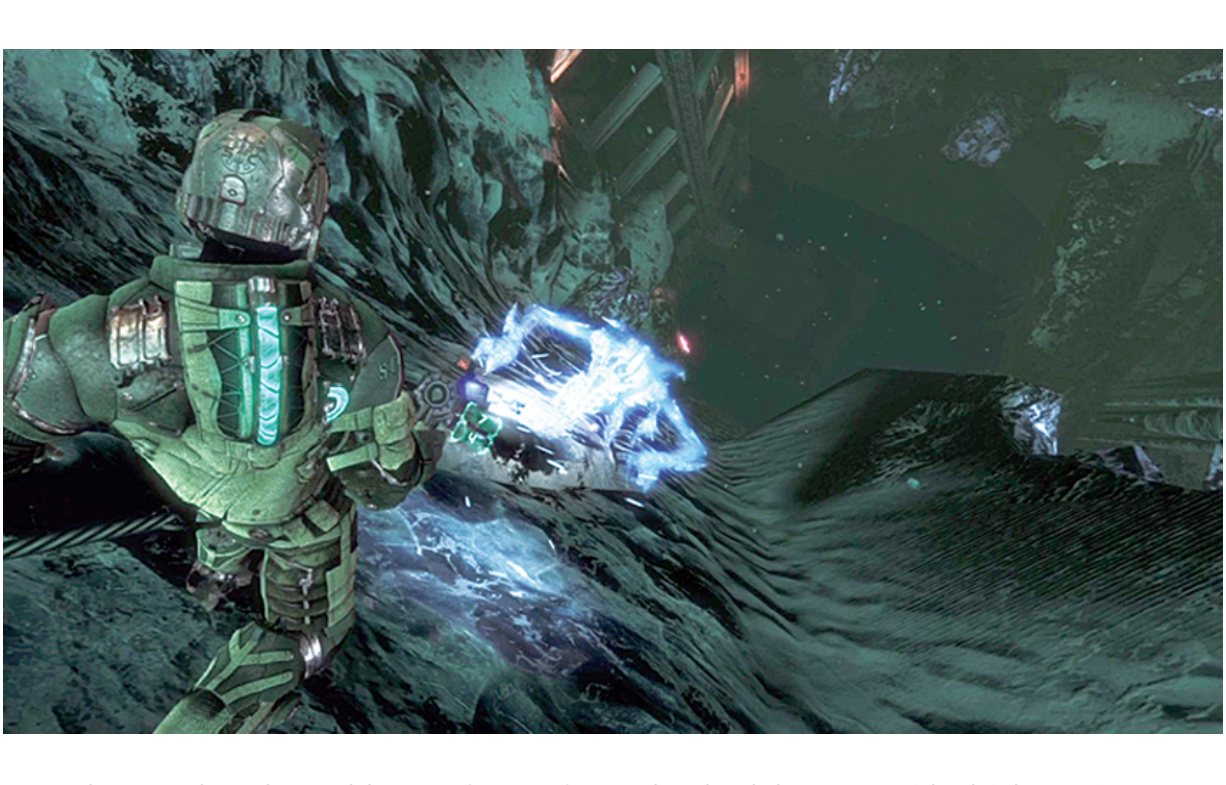
Pick up any items that you need, then move to one of the winches and strap in. As you jump, you see that Danik’s lift is just below you. Take cover behind a rock that juts out from the side of the cliff face, then move to the side and return fire.



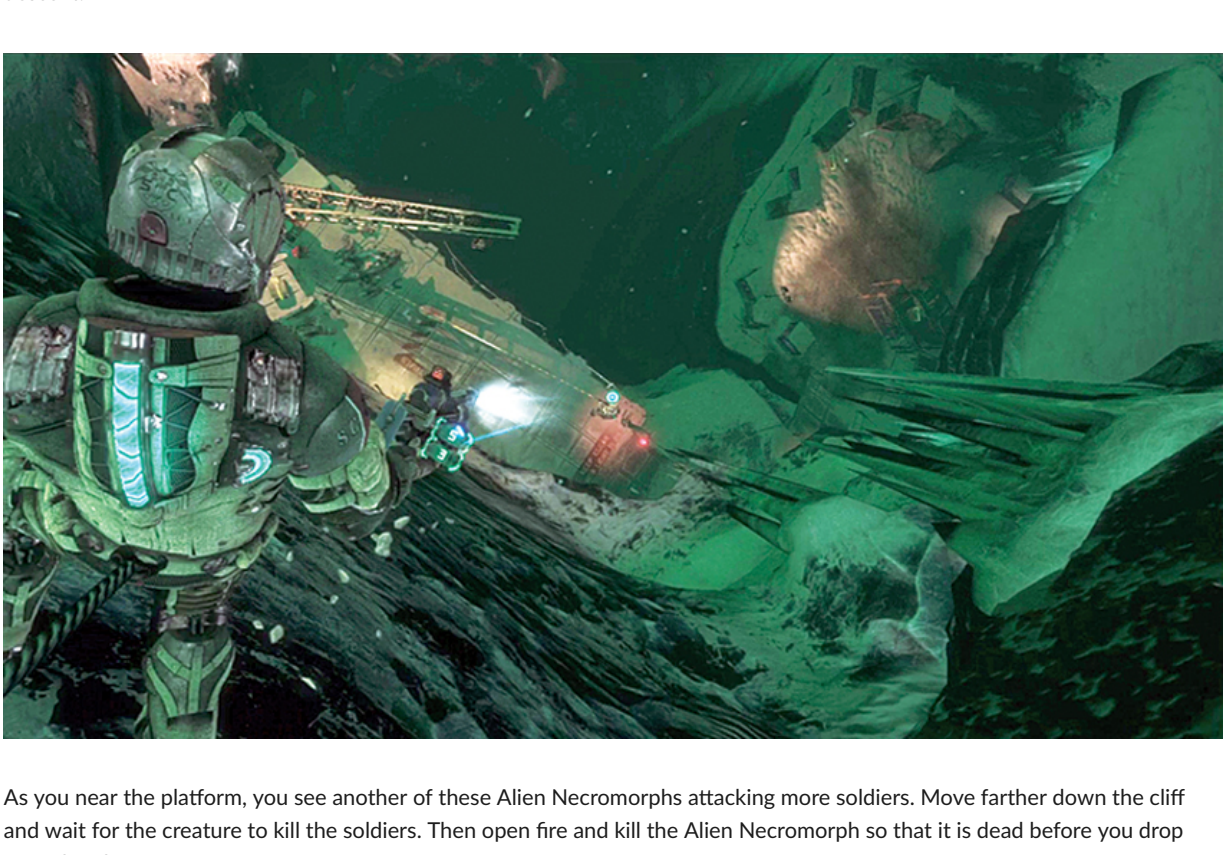
While the large cargo lift drops out of range, you face a new threat. Alien Crawlers, small Necromorphs with glowing sacs, begin scaling the cliff toward you. When they get close to you, their sacs explode and inflict damage. Therefore, fire at their sacs to blow them up before the creatures get near you.



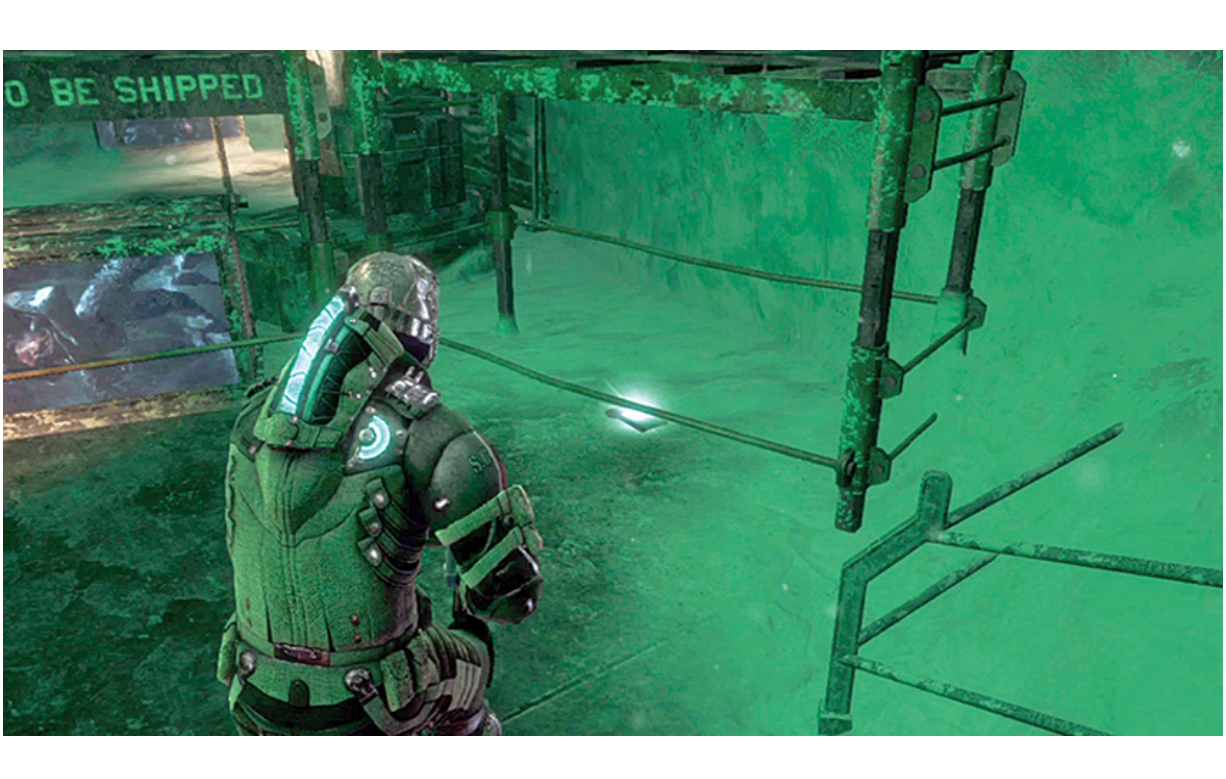
After you descend farther down the cliff, you see a large Alien Necromorph climb onto Danik’s lift and kill the soldiers on the platform. It then jump onto the cliff face and begins climbing toward you.

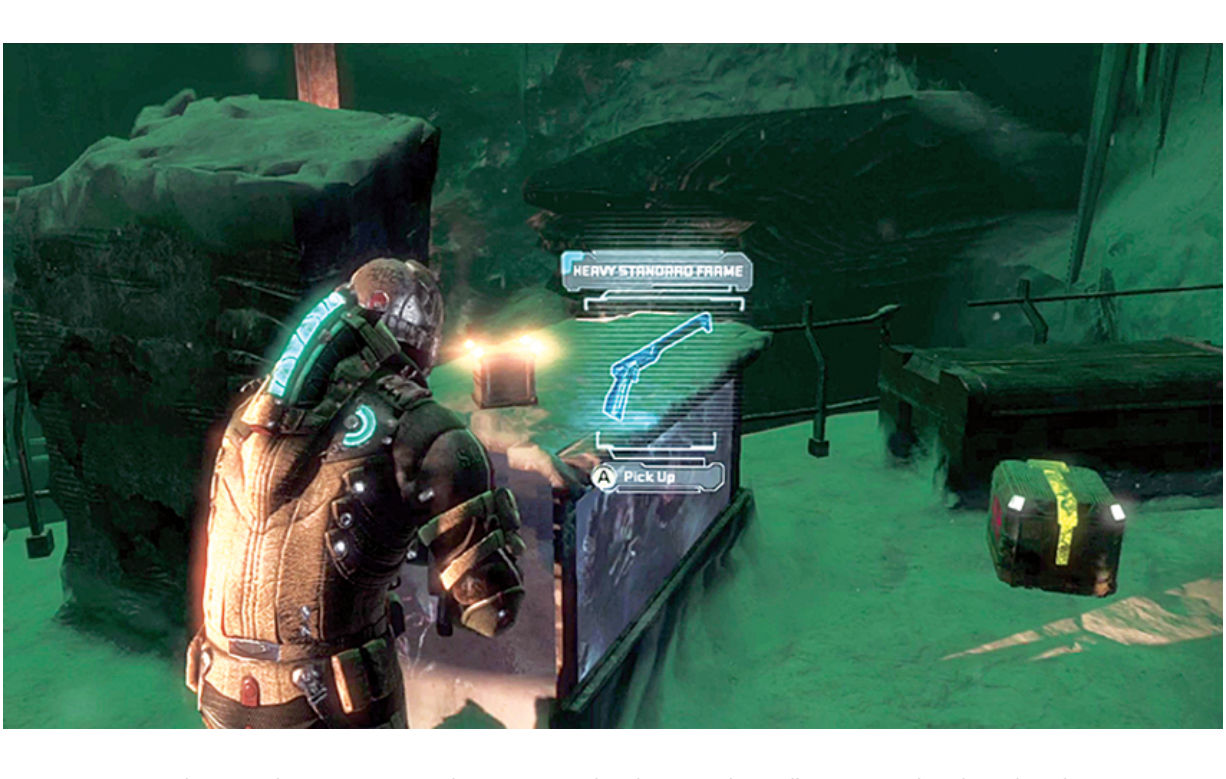


Hit it with stasis to slow it down and then open fire. Keep firing until you knock the creature off the cliff, then continue your descent.

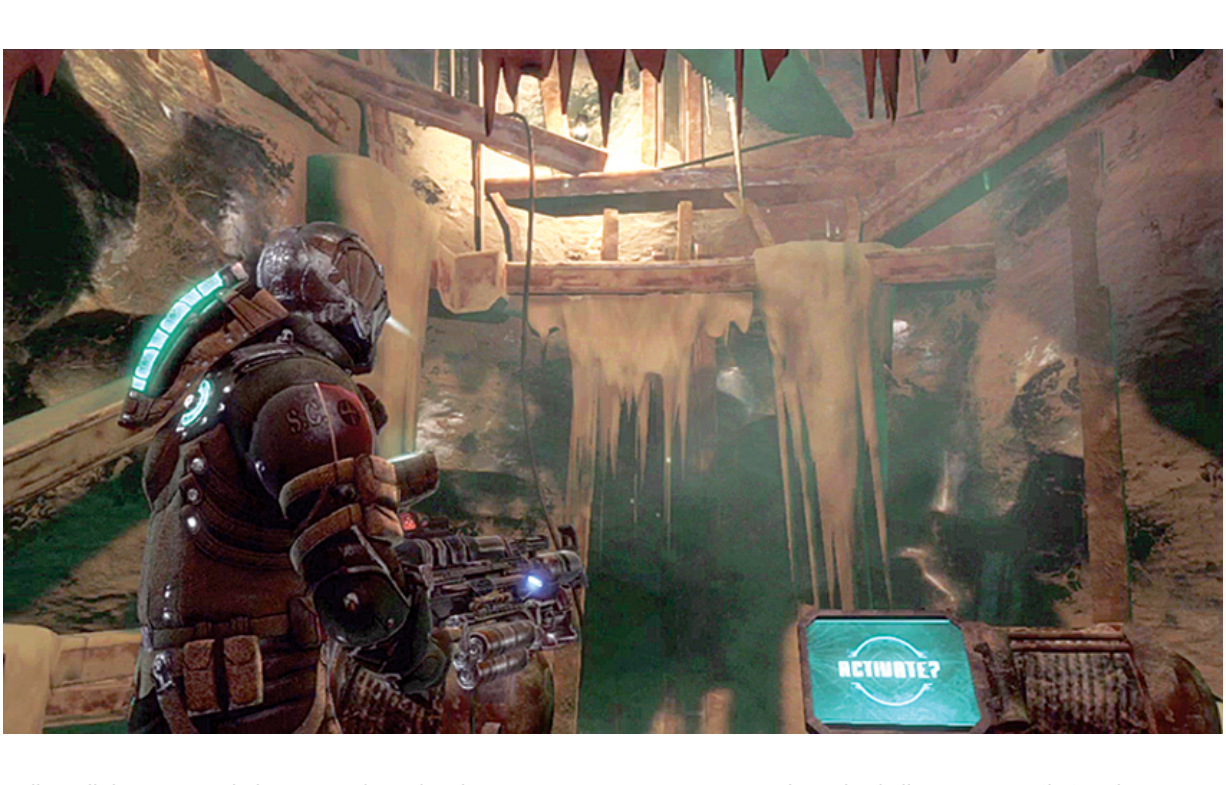


As you near the platform, you see another of these Alien Necromorphs attacking more soldiers. Move farther down the cliff and wait for the creature to kill the soldiers. Then open fire and kill the Alien Necromorph so that it is dead before you drop onto the platform.

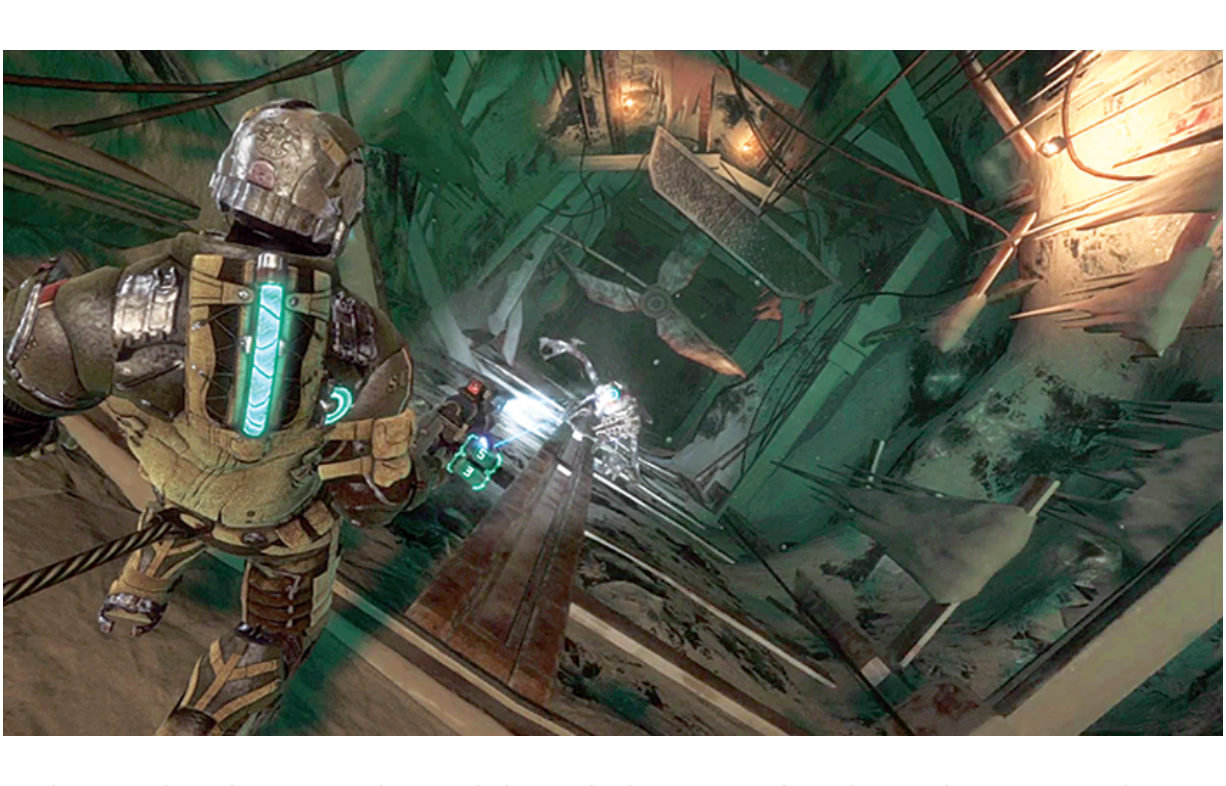




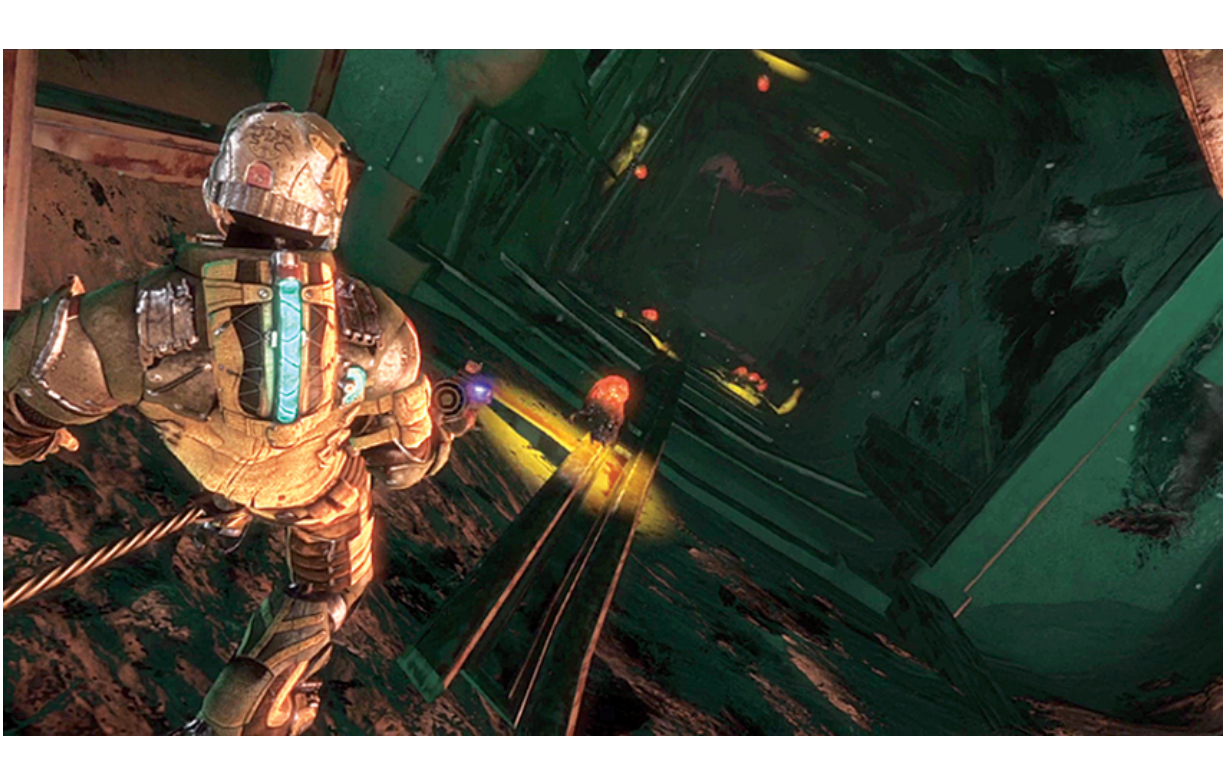
Once you are on a horizontal surface again, pick up items on the platform. Then follow it around to the right side. Get a blueprint for a javelin gun, which can be found under a shelf, and a heavy standard frame weapon part from on top of a specimen container.

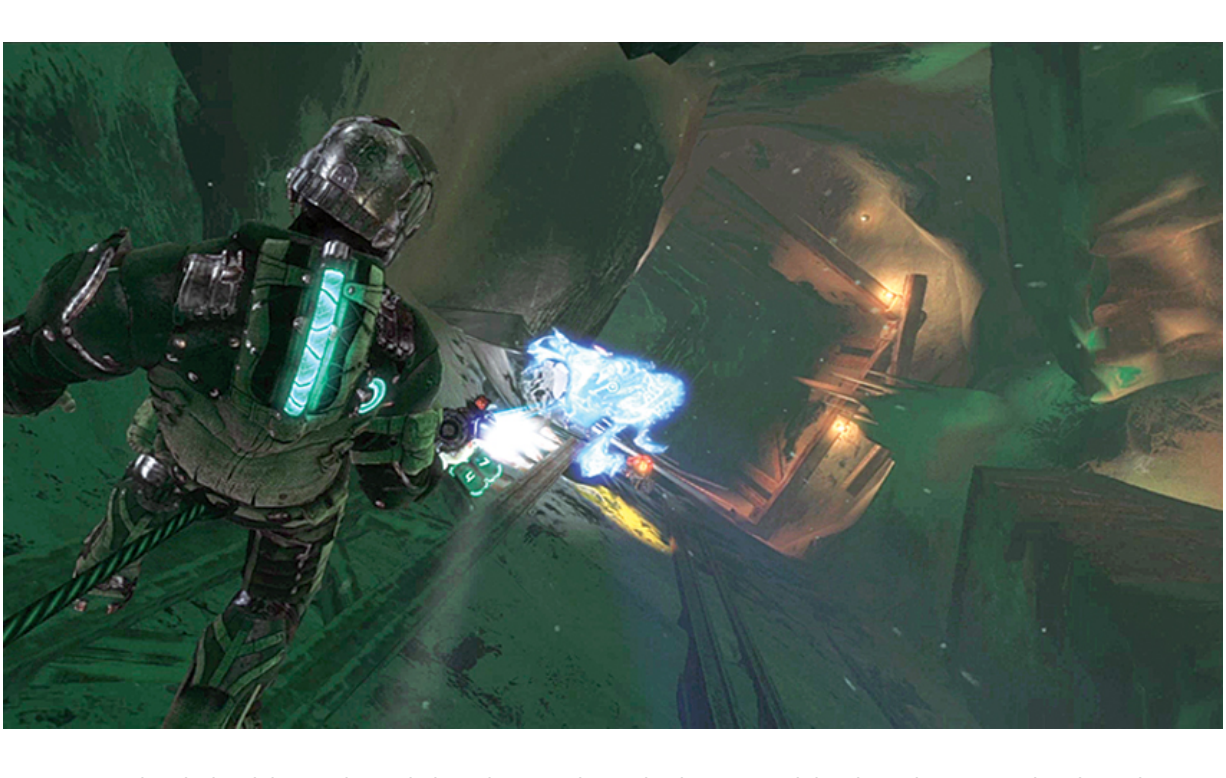


Collect all that you need, then move through a doorway into a tent structure. Go through a hallway to a ventilation shaft. You have one more descent. Strap onto the winch and then start dropping.

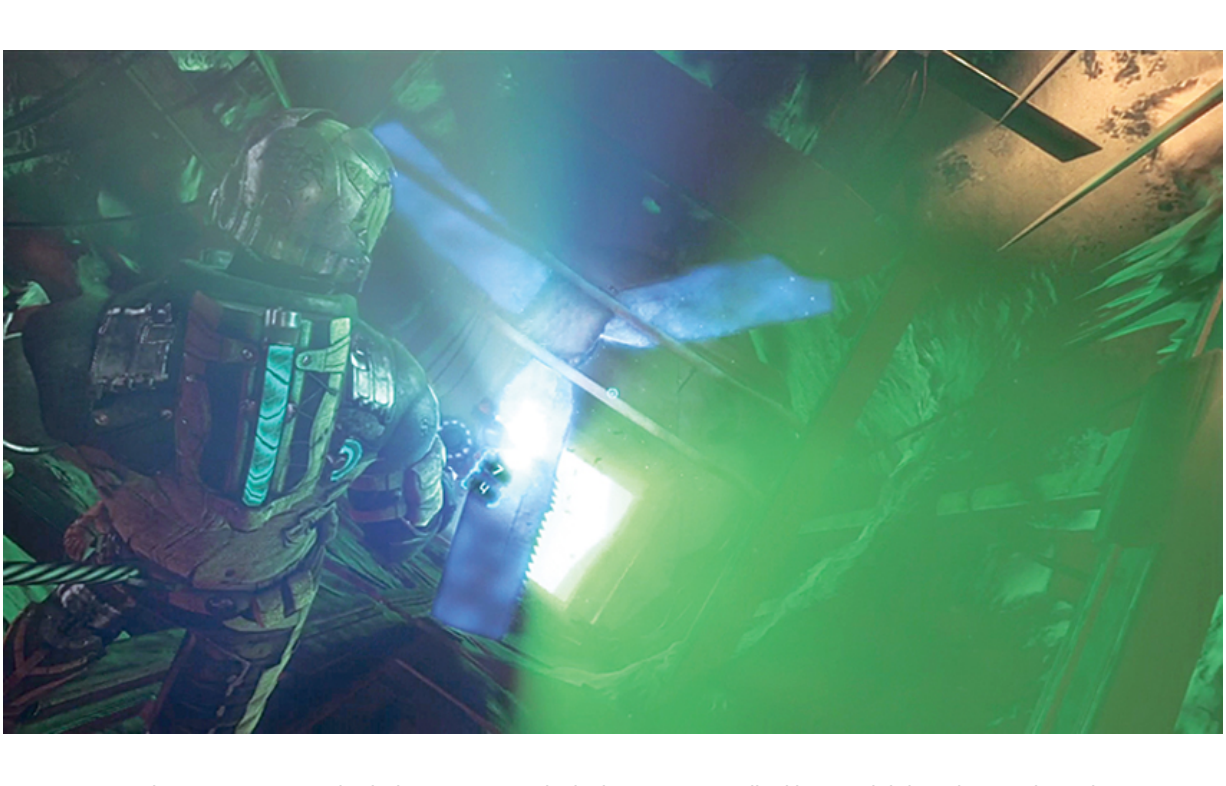


Another one of those Alien Necromorphs starts climbing up the shaft as you are descending. Use the same tactics as before. Slow it down with stasis and open fire. Keep attacking until it is dead.

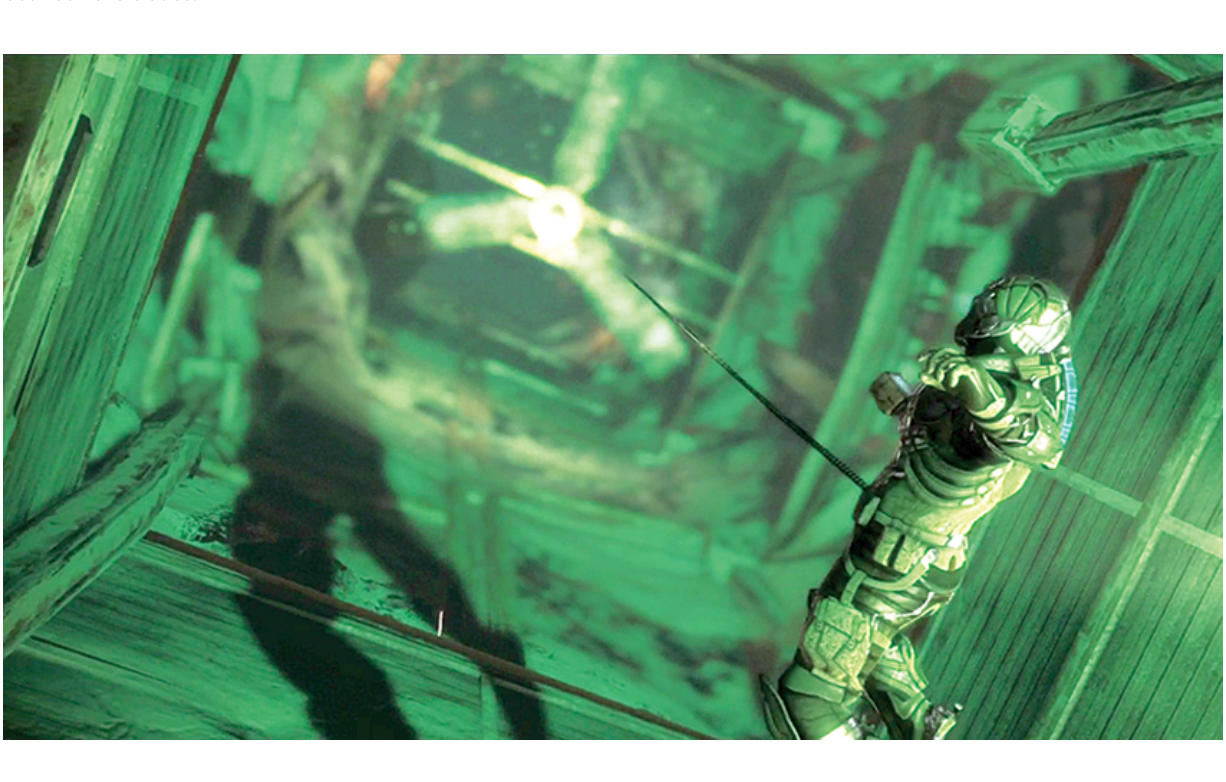


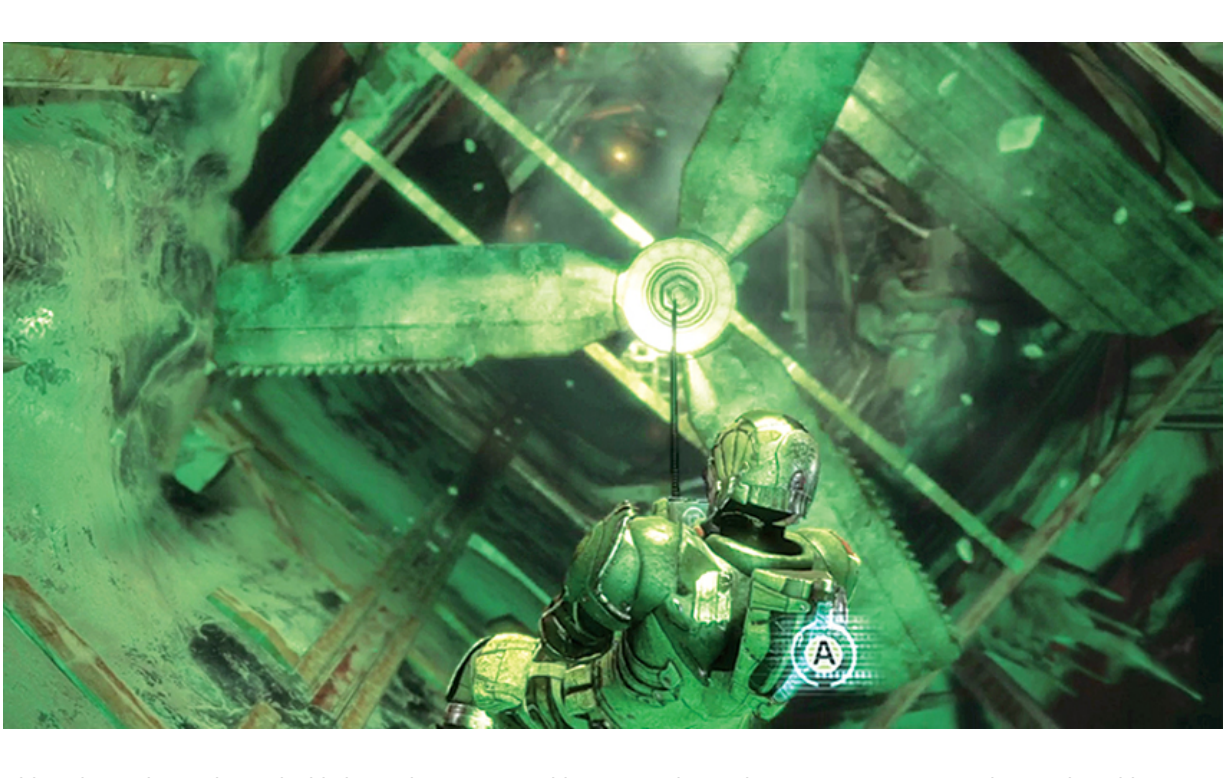


Next you need to deal with lots of the exploding Alien Crawlers. Take them out and then keep dropping farther down the ventilation shaft. Eventually, you come across more of the Alien Crawlers as well as another alien Necromorph. Stop it with a couple of stasis blasts, then focus on the Alien Crawlers before you turn your attention to killing the Alien Necromorph.

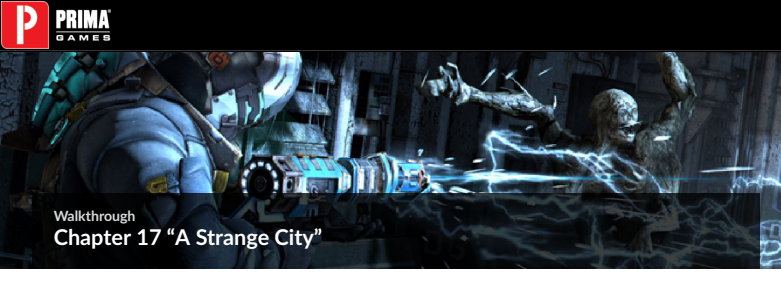


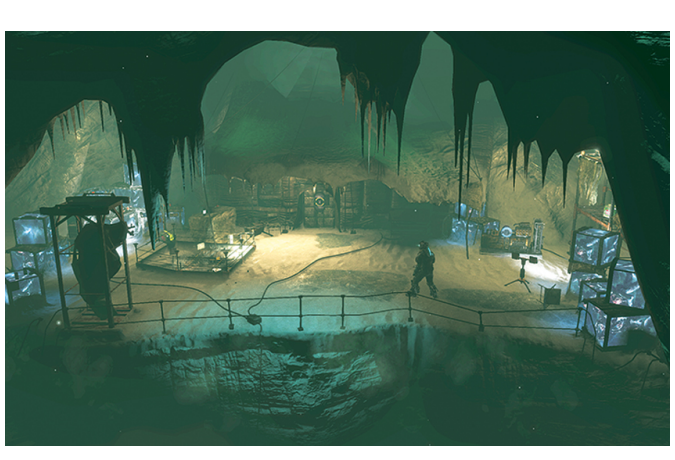
As you approach a spinning fan, a third Alien Necromorph climbs up at you. Kill it like you did the others and watch as it gets chopped to bits when it hits the fan. As you get near the fan, slow it down with stasis and then quickly drop through the gap between the blades.

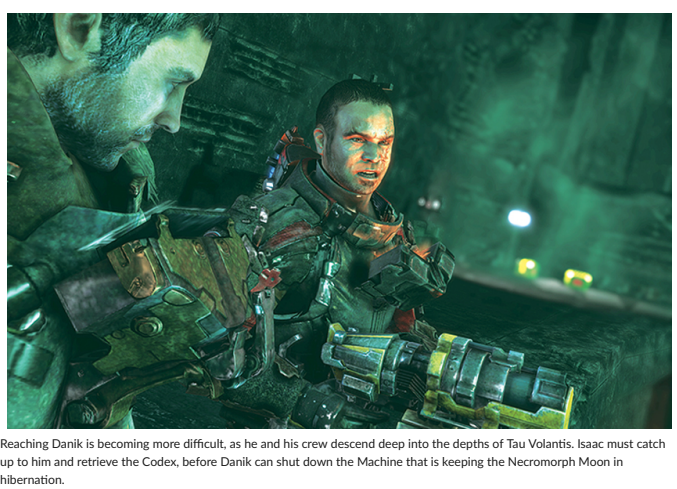




Although you dropped past the blades of the fan, your cable gets caught. As the fan spins, it starts winding up the cable—pulling you up to the spinning, deadly blades. Quickly press the button that appears on the screen to detach the cable from your suit before you get too close to those blades. Once you do, you drop to the platform below.



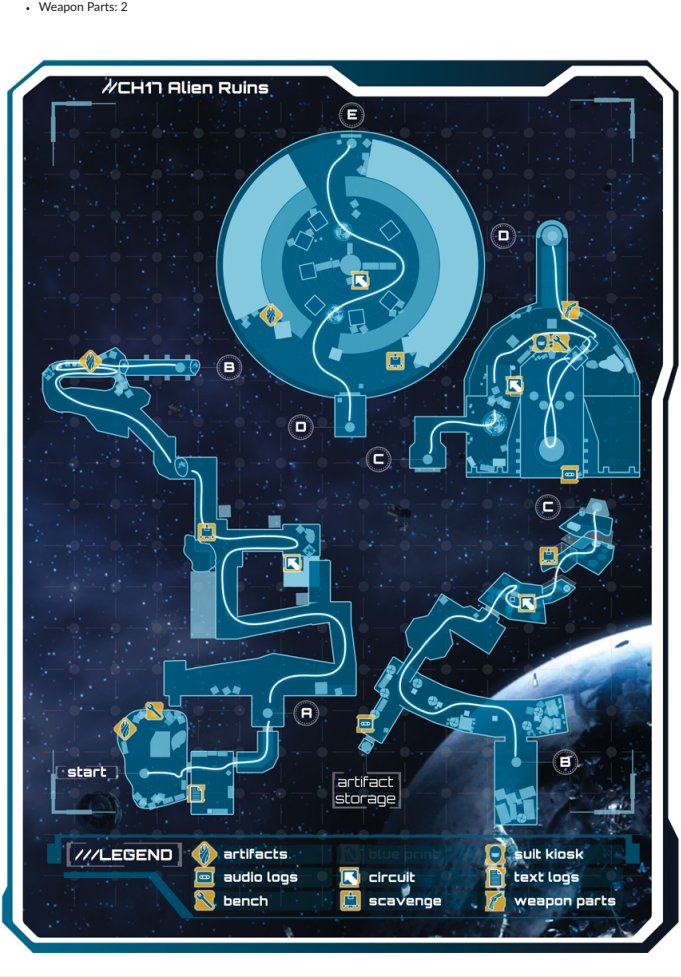




Reaching Danik is becoming more difficult, as he and his crew descend deep into the depths of Tau Volantis. Isaac must catch up to him and retrieve the Codex, before Danik can shut down the Machine that is keeping the Necromorph Moon in hibernation.

Level Stats

- Optional Quests: 1
- Total Artifacts: 4
- Unitology Artifacts: 1
- Alien Artifacts: 3
- Total Logs: 7
- Audio Logs: 3
- Text Logs: 4
- Circuits: 10
- Weapon Parts: 2

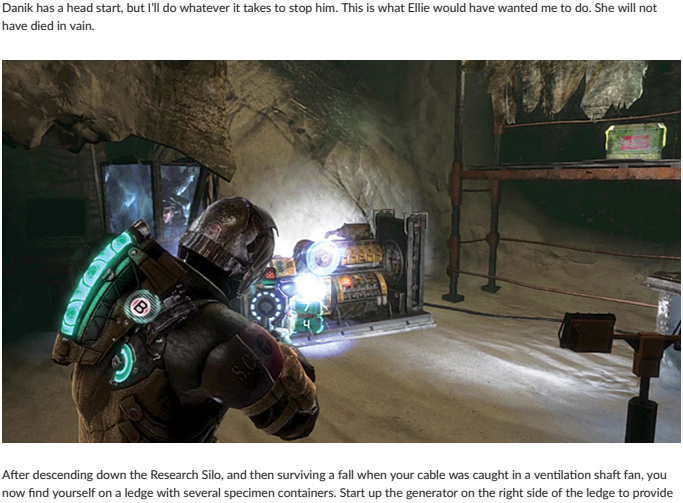


Click here for interactive maps

Tau Volantis Alien Ruins

Catch Up with Danik

Danik has a head start, but I'll do whatever it takes to stop him. This is what Ellie would have wanted me to do. She will not have died in vain.



After descending down the Research Silo, and then surviving a fall when your cable was caught in a ventilation shaft fan, you now find yourself on a ledge with several specimen containers. Start up the generator on the right side of the ledge to provide power to the workbench and the door. Also look around this area to find an artifact.

//Alien Artifact 5

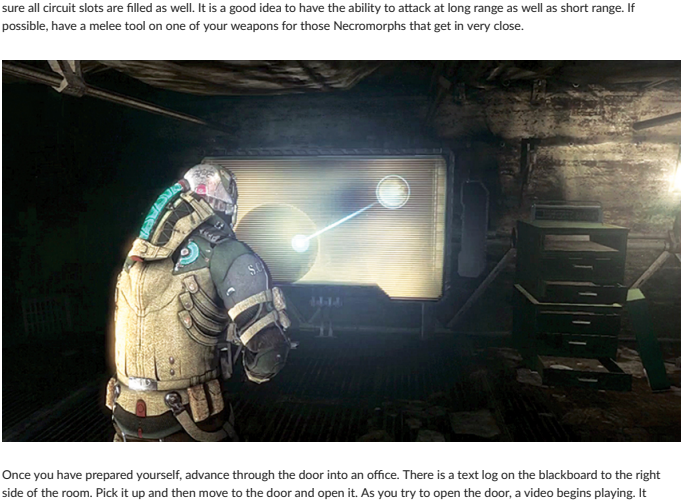
Personal Journal: Dr. Earl Serrano

By setting up camp at the edge of the deep dig site, I am able to oversee the excavation more directly than before. Each day is filled with thrilling new discoveries never before witnessed by another human being.

Just yesterday, we broke through into a staggeringly huge internal cavity filled with an eerie green light. There was a sudden rush of vapor as the two atmospheres met for the first time in eons.

The deep dig teams were sent in with camera feeds to be my eyes and ears. I could hardly contain my excitement as the first images, grainy though they were, showed a vast city of magnificent architecture and towering statues rising out of the mist.

Take some time at the workbench. Although you probably have been upgrading your weapons all along, consider crafting new weapons or building one from a blueprint you have collected. While you probably have been using weapons with two different tools that fire different projectiles, you should have collected some modules that improve the damage of the top tool. Make sure all circuit slots are filled as well. It is a good idea to have the ability to attack at long range as well as short range. If possible, have a melee tool on one of your weapons for those Necromorphs that get in very close.



Once you have prepared yourself, advance through the door into an office. There is a text log on the blackboard to the right side of the room. Pick it up and then move to the door and open it. As you try to open the door, a video begins playing. It explains that the Machine was not designed to freeze the planet, but to destroy the Necromorph Moon. The aliens were not able to complete the configuration of the Machine before they had to freeze the planet to stop the Convergence.

//Text Log: “The Sound of Music”

SCAF-ISC-31024 CIV-EXC-090

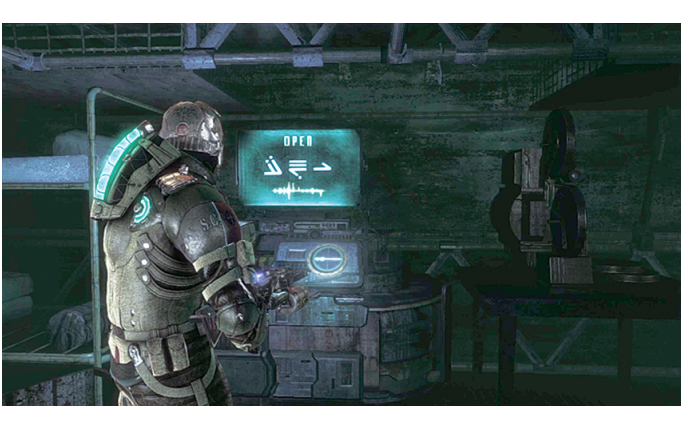
Personal Log: Dr. Earl Serrano

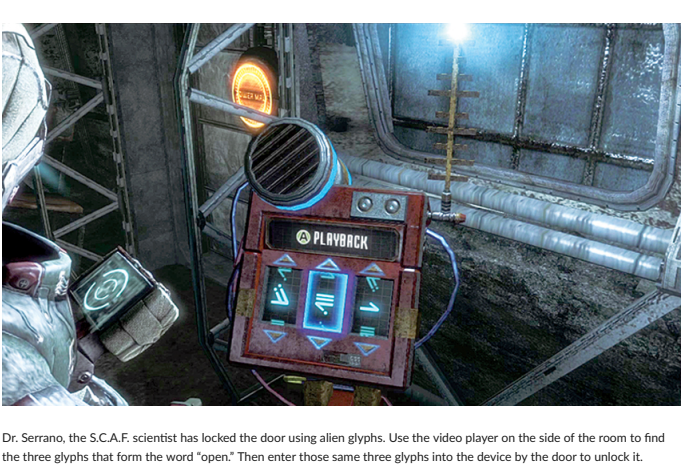
The cranium of the species contains six holes, each a passage leading to a resonance chamber not unlike our own nasal cavity. When air is blown through the holes, it passes through a phonic membrane that then vibrates and modulates the sound. By opening and closing the various membranes, “notes” are produced.

This coincides with a written script observed carved into the surfaces of many of the structures we uncovered. It isn't so much a written language as it is a pronunciations key. There appear to be six basic letters or “notes” in the language. Simple, to be sure, but by combining notes, new meaning is conveyed. Thus, there is a notation indicating how long to hold each note.

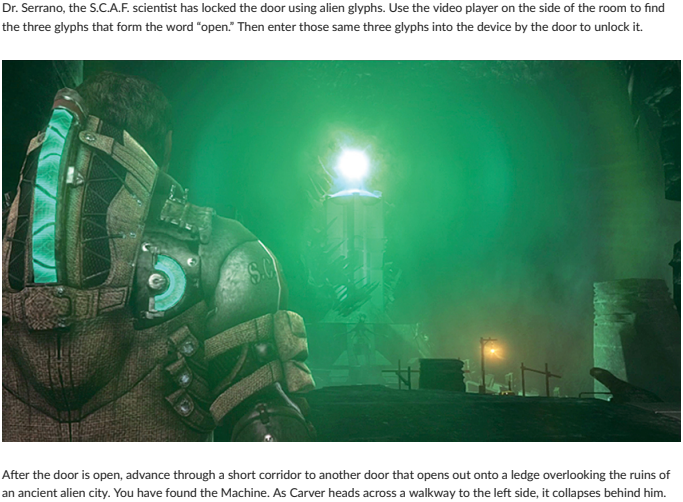
Now, it is highly unlikely that the species would need a pronunciation guide for its own language. In fact, it appears to have been added as an afterthought. It's as if they knew they didn't have long to live and they needed to communicate something very important to whomever discovered their world.

In a way, this notation was left for us as a way for them to speak to us from beyond the grave!

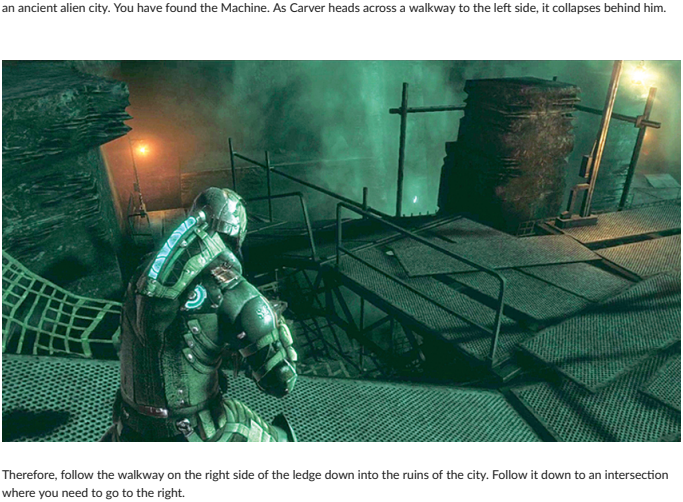




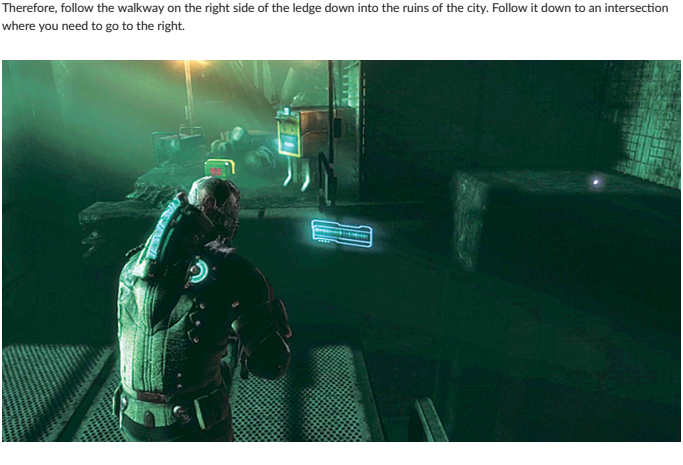
Dr. Serrano, the S.C.A.F. scientist has locked the door using alien glyphs. Use the video player on the side of the room to find the three glyphs that form the word “open.” Then enter those same three glyphs into the device by the door to unlock it.

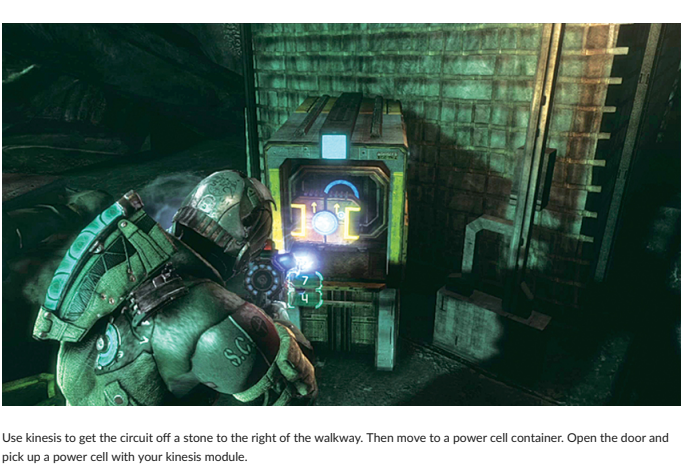


After the door is open, advance through a short corridor to another door that opens out onto a ledge overlooking the ruins of an ancient alien city. You have found the Machine. As Carver heads across a walkway to the left side, it collapses behind him.

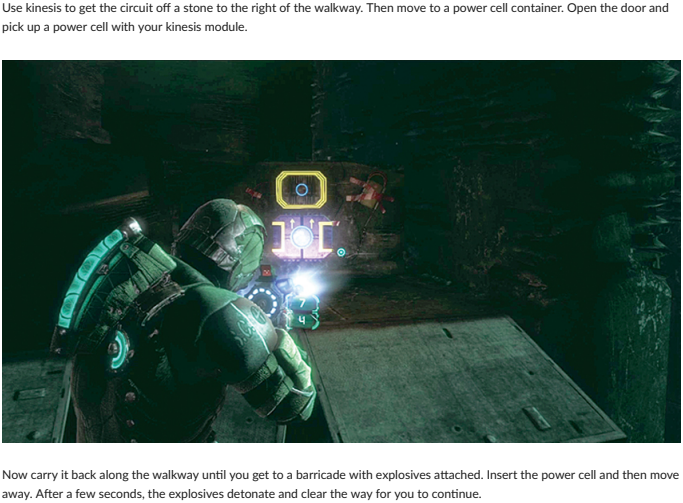


Therefore, follow the walkway on the right side of the ledge down into the ruins of the city. Follow it down to an intersection where you need to go to the right.

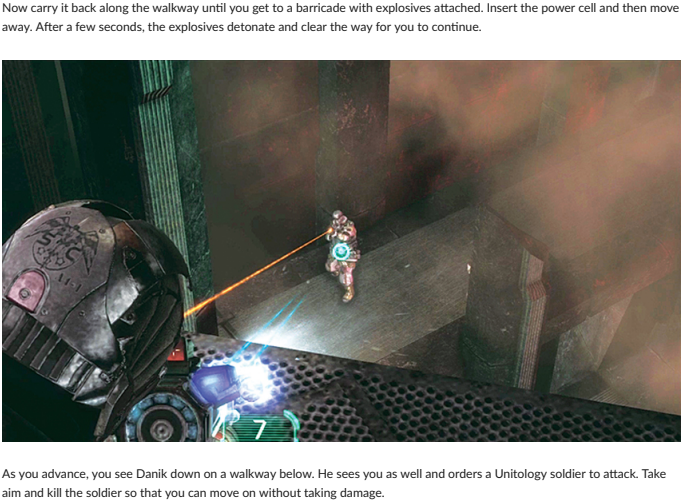




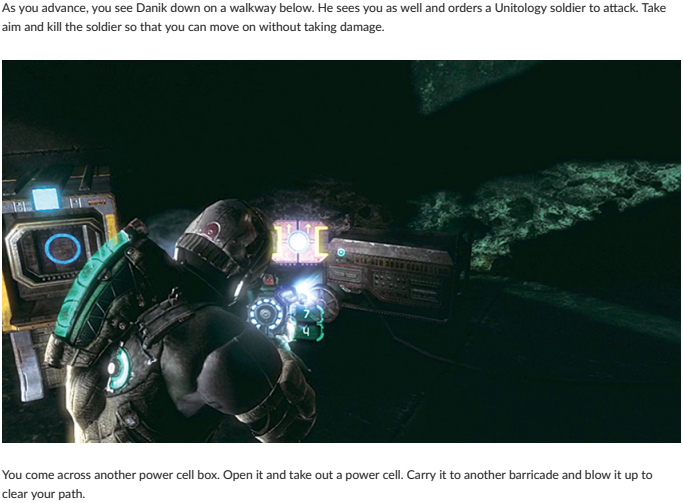
Use kinesis to get the circuit off a stone to the right of the walkway. Then move to a power cell container. Open the door and pick up a power cell with your kinesis module.



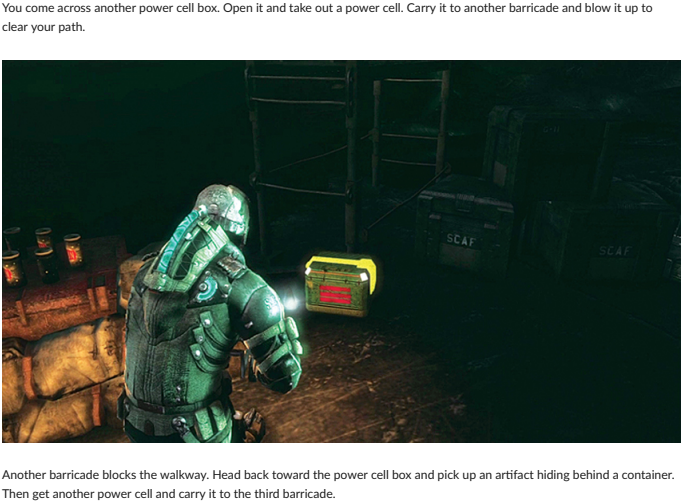
Now carry it back along the walkway until you get to a barricade with explosives attached. Insert the power cell and then move away. After a few seconds, the explosives detonate and clear the way for you to continue.



As you advance, you see Danik down on a walkway below. He sees you as well and orders a Unitology soldier to attack. Take aim and kill the soldier so that you can move on without taking damage.



You come across another power cell box. Open it and take out a power cell. Carry it to another barricade and blow it up to clear your path.



Another barricade blocks the walkway. Head back toward the power cell box and pick up an artifact hiding behind a container. Then get another power cell and carry it to the third barricade.

//Unitology Artifact

Daily Reflections: Jacob Danik

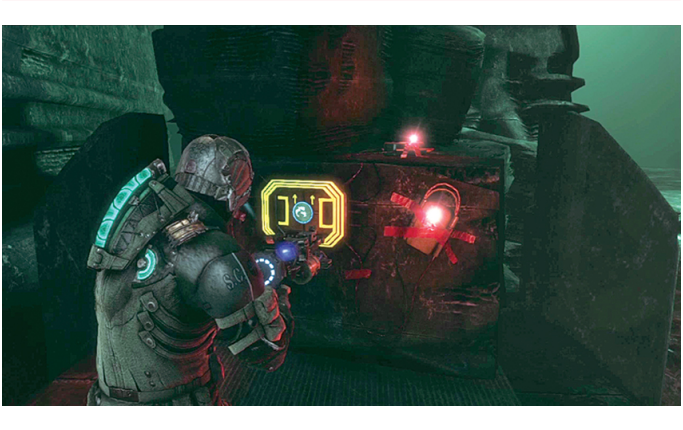
Like any good spiritual journey, this trip has constantly questioned my beliefs and tested my resolve. But by careful observation of the facts, I now believe I know what truly has transpired on this planet and why our race has failed to achieve Convergence.

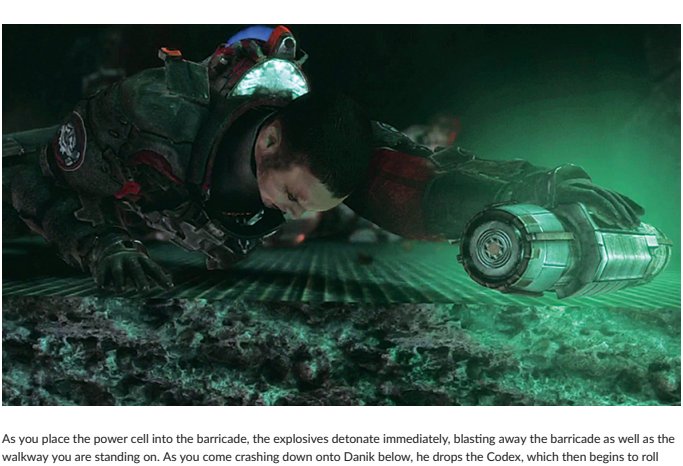
The natives of Tau Volantis, like ourselves, tampered with the Markers and broke from Nature's plan. Judging by the relative completeness of the Moon in orbit, they were so close to achieving final, lasting glory.

Now we are faced with their test.

Will we too fall short of eternal glory because we stopped mere inches from the final stage? Will we also succumb to fear and fail to take the last step?

Faith takes courage, my friends. Today, let us be the ones to set aside fear and accept the future promised by the Markers.

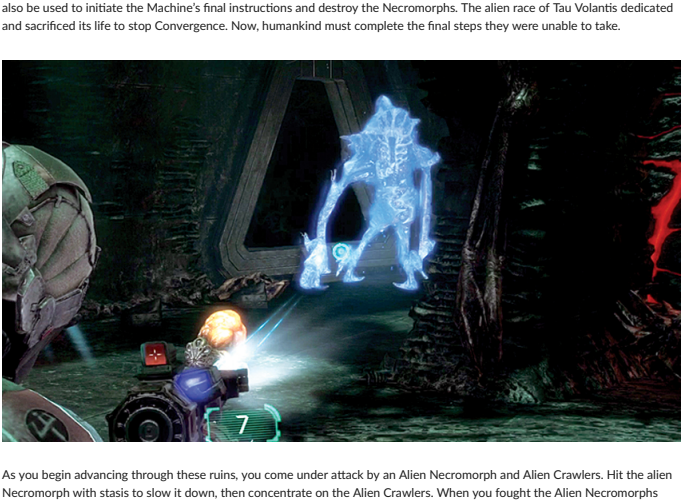




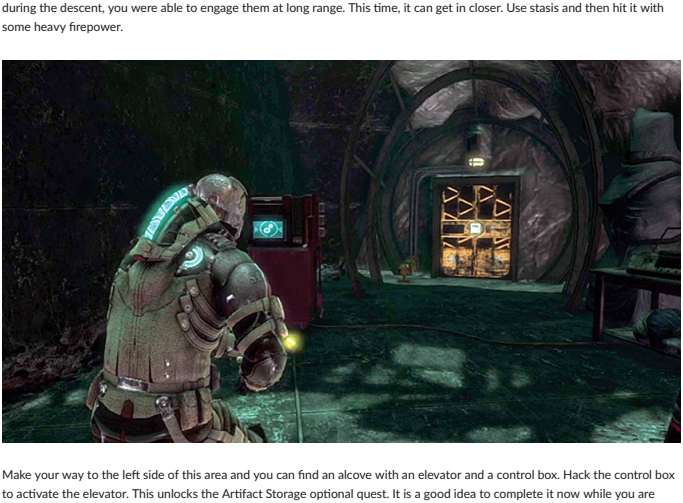
As you place the power cell into the barricade, the explosives detonate immediately, blasting away the barricade as well as the walkway you are standing on. As you come crashing down onto Danik below, he drops the Codex, which then begins to roll toward the edge of the walkway. Luckily Carver is nearby and is able to grab the Codex before it is lost in the alien ruins. He hands it to you and then you fall into the lower levels of the ruined city.

Bring the Codex to the Machine

The Codex is the key to communicating with the Machine. Danik wants to use it to shut down the Machine; but the Codex can also be used to initiate the Machine's final instructions and destroy the Necromorphs. The alien race of Tau Volantis dedicated and sacrificed its life to stop Convergence. Now, humankind must complete the final steps they were unable to take.



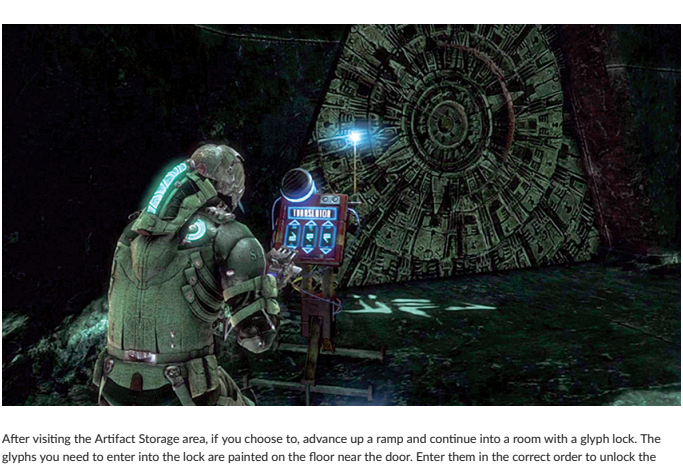
As you begin advancing through these ruins, you come under attack by an Alien Necromorph and Alien Crawlers. Hit the alien Necromorph with stasis to slow it down, then concentrate on the Alien Crawlers. When you fought the Alien Necromorphs during the descent, you were able to engage them at long range. This time, it can get in closer. Use stasis and then hit it with some heavy firepower.



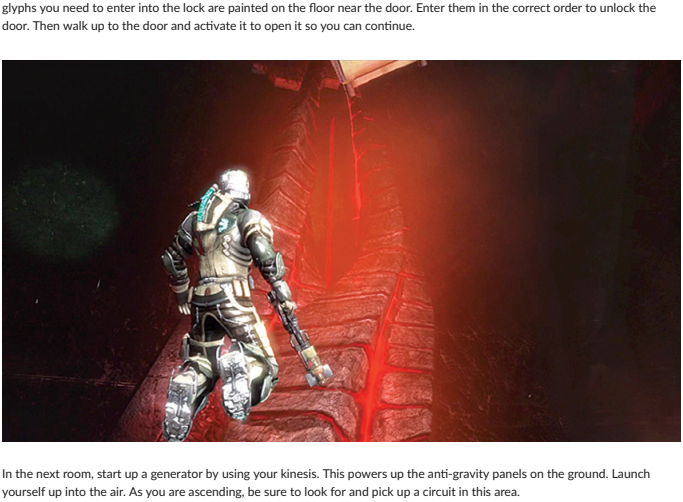
Make your way to the left side of this area and you can find an alcove with an elevator and a control box. Hack the control box to activate the elevator. This unlocks the Artifact Storage optional quest. It is a good idea to complete it now while you are here. The walkthrough for this quest can be found at the end of this section. There is also an audio log which you should play and add to your collection.

//Audio Log: “Witness Protection”

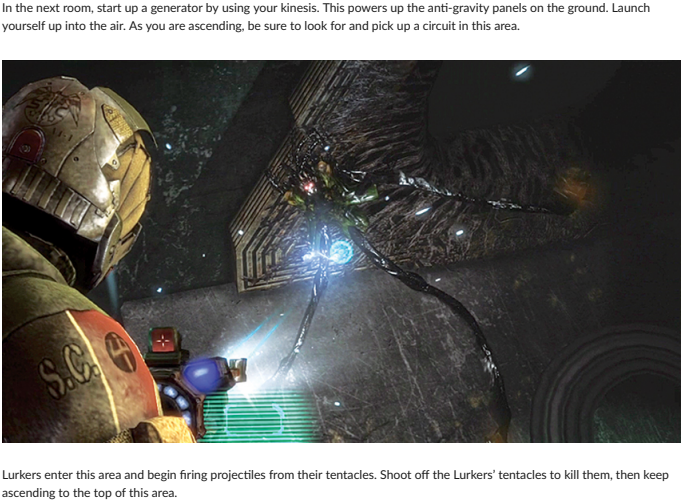
The deep dig teams were some of our brightest archeologists and soldiers. What happened to them down here ... has served as a cautionary tale to us all. What drove them to such extreme behavior? To such depravity and violence? I have sequestered their bodies in the Staging Compound. There I hope to find answers, not only to their demise, but to the workings of the artifact they discovered in the depths.



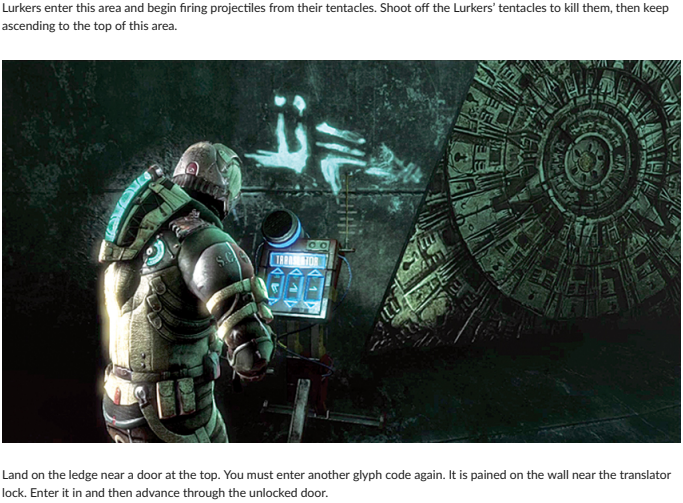
After visiting the Artifact Storage area, if you choose to, advance up a ramp and continue into a room with a glyph lock. The glyphs you need to enter into the lock are painted on the floor near the door. Enter them in the correct order to unlock the door. Then walk up to the door and activate it to open it so you can continue.



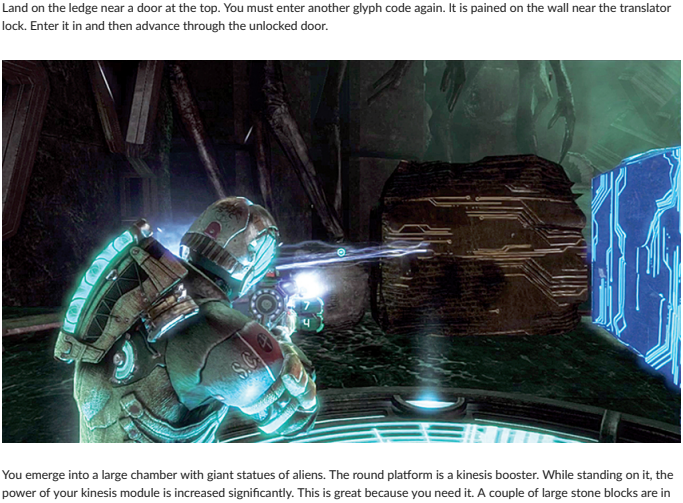
In the next room, start up a generator by using your kinesis. This powers up the anti-gravity panels on the ground. Launch yourself up into the air. As you are ascending, be sure to look for and pick up a circuit in this area.



Lurkers enter this area and begin firing projectiles from their tentacles. Shoot off the Lurkers' tentacles to kill them, then keep ascending to the top of this area.



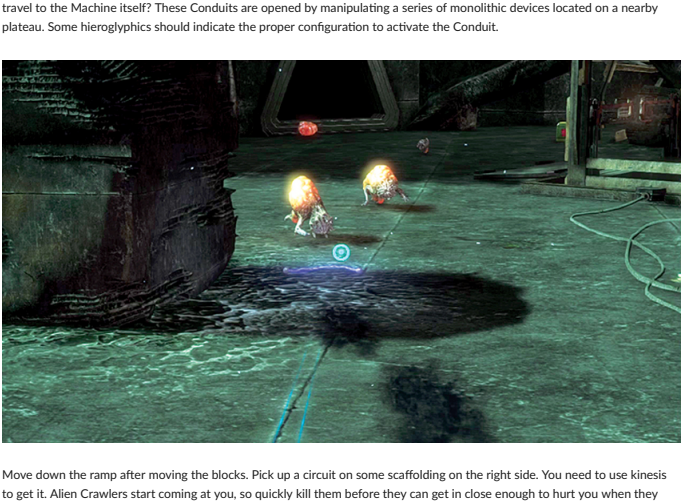
Land on the ledge near a door at the top. You must enter another glyph code again. It is pained on the wall near the translator lock. Enter it in and then advance through the unlocked door.



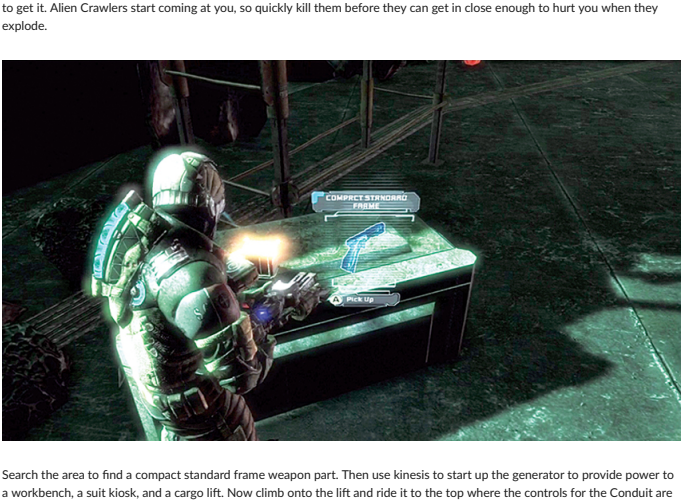
You emerge into a large chamber with giant statues of aliens. The round platform is a kinesis booster. While standing on it, the power of your kinesis module is increased significantly. This is great because you need it. A couple of large stone blocks are in your way. Stand on the platform and then use your boosted kinesis to pick up and move the blocks to the side.

Activate the Alien Conduit

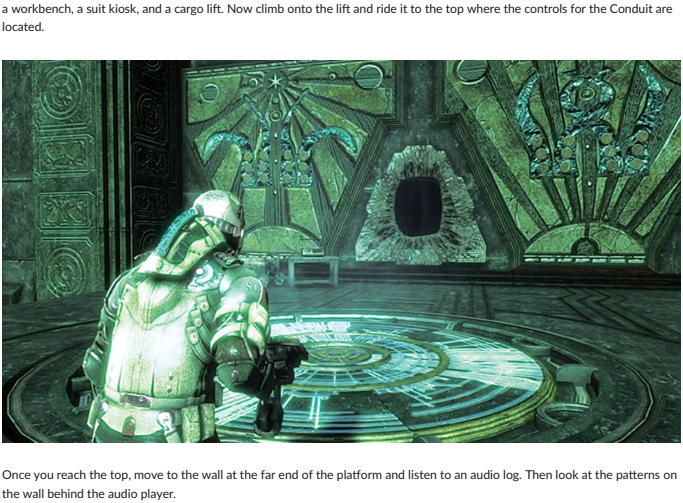
Serrano's notes indicate that the aliens used “Conduits” to access and open the Machine—maybe I can use these Conduits to travel to the Machine itself? These Conduits are opened by manipulating a series of monolithic devices located on a nearby plateau. Some hieroglyphics should indicate the proper configuration to activate the Conduit.



Move down the ramp after moving the blocks. Pick up a circuit on some scaffolding on the right side. You need to use kinesis to get it. Alien Crawlers start coming at you, so quickly kill them before they can get in close enough to hurt you when they explode.



Search the area to find a compact standard frame weapon part. Then use kinesis to start up the generator to provide power to a workbench, a suit kiosk, and a cargo lift. Now climb onto the lift and ride it to the top where the controls for the Conduit are located.



Once you reach the top, move to the wall at the far end of the platform and listen to an audio log. Then look at the patterns on the wall behind the audio player.

//Audio Log “Hieroglyphs 1”

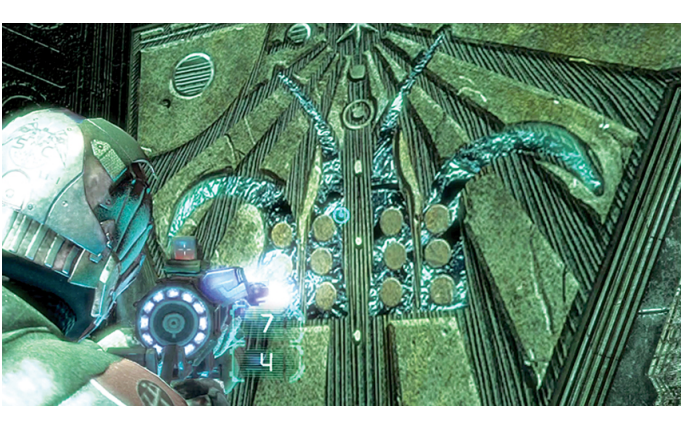
Audio Log “Hieroglyphs 1”

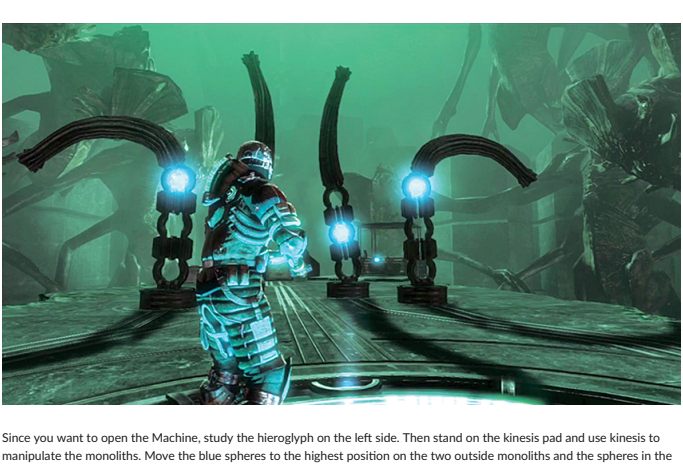
Incredible, isn't it? I call this the Promenade—one of the many Conduits straight to the heart of the Machine. Without the Codex, I can only speculate, but I suspect the Machine needs to be opened for any changes to be made.

I believe the monoliths on this plateau do just that. By standing on the special disc-shaped area on the floor, I've discovered I can use my kinesis module in a boosted capacity to manipulate them.

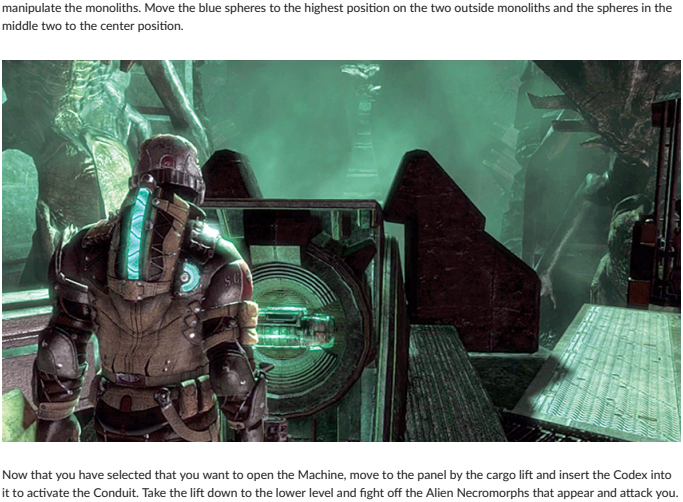
The two hieroglyphics on the wall behind me indicate that one configuration will open the Machine; another will enact any changes to the internal programming.

Once you get it open and have followed all of my research, you will need to return here to enact the final stage.





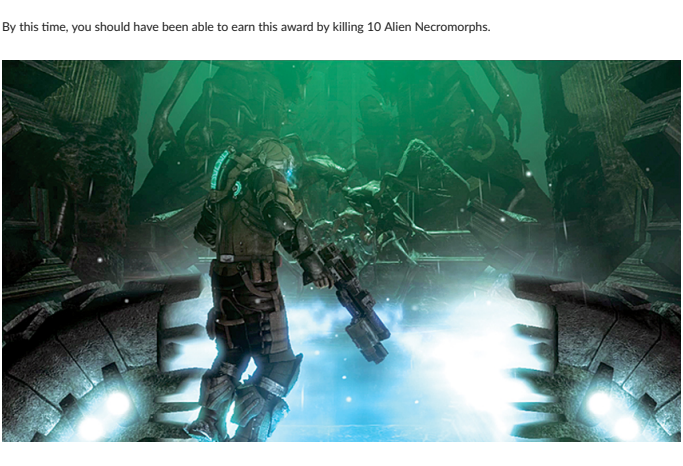
Since you want to open the Machine, study the hieroglyph on the left side. Then stand on the kinesis pad and use kinesis to manipulate the monoliths. Move the blue spheres to the highest position on the two outside monoliths and the spheres in the middle two to the center position.

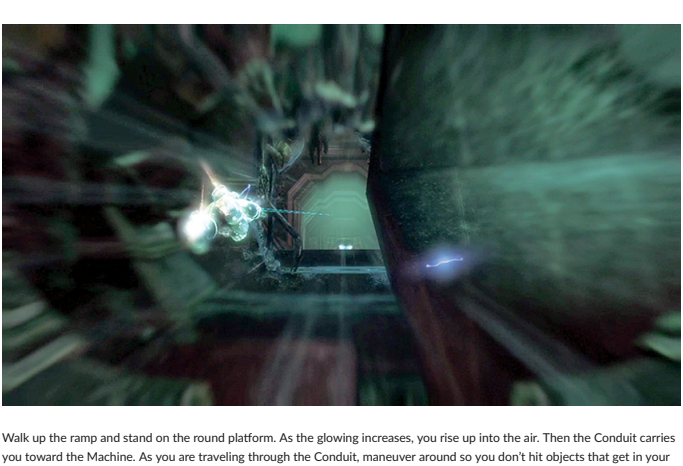


Now that you have selected that you want to open the Machine, move to the panel by the cargo lift and insert the Codex into it to activate the Conduit. Take the lift down to the lower level and fight off the Alien Necromorphs that appear and attack you.

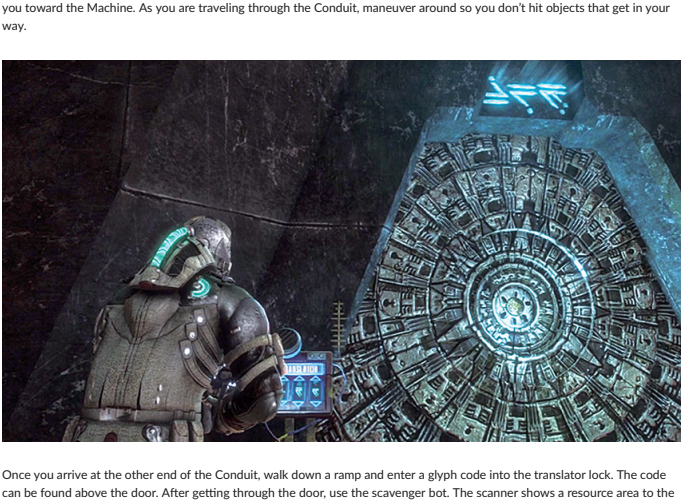
Close Encounter

By this time, you should have been able to earn this award by killing 10 Alien Necromorphs.

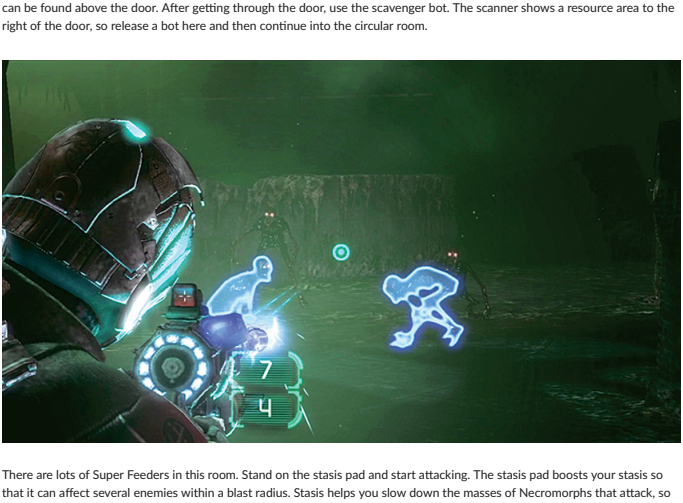




Walk up the ramp and stand on the round platform. As the glowing increases, you rise up into the air. Then the Conduit carries you toward the Machine. As you are traveling through the Conduit, maneuver around so you don't hit objects that get in your way.



Once you arrive at the other end of the Conduit, walk down a ramp and enter a glyph code into the translator lock. The code can be found above the door. After getting through the door, use the scavenger bot. The scanner shows a resource area to the right of the door, so release a bot here and then continue into the circular room.



There are lots of Super Feeders in this room. Stand on the stasis pad and start attacking. The stasis pad boosts your stasis so that it can affect several enemies within a blast radius. Stasis helps you slow down the masses of Necromorphs that attack, so that you can kill them all without too much trouble. After killing off the waves of attackers, be sure to pick up the circuit on a stone block in the middle of the room as well as ammo and other pick-ups dropped by the Necromorphs. There is also an artifact in this room, so be sure to look for it.

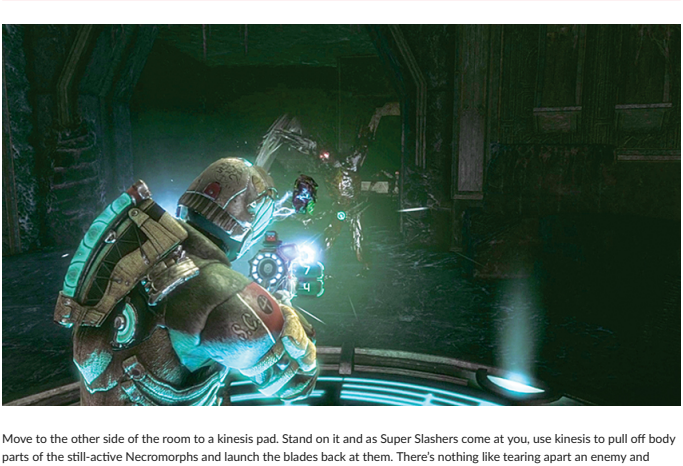
//Alien Artifact 6

Deep Dig Report: Cpl Elizabeth Atwood

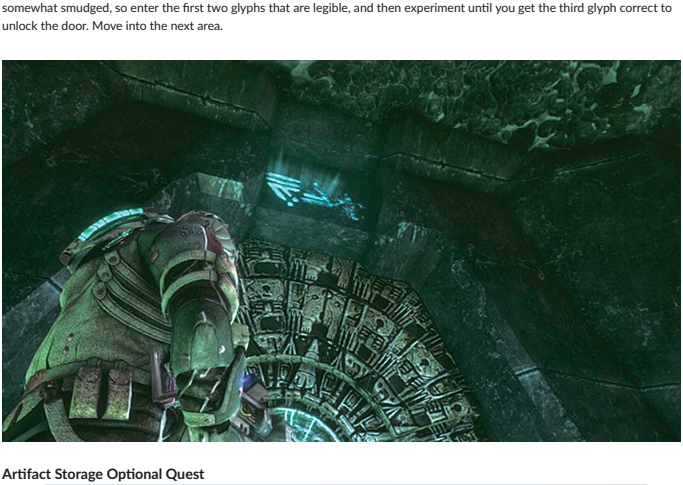
We noticed their haunting, graceful forms almost immediately as we descended into the city. Some were twenty-stories tall and others no more than four meters in height.

After a grueling hours-long hike, we made camp at the feet of one such “statue.” To keep from freezing, we deployed a portable heating unit and huddled around it until we managed to fall asleep. I was jolted awake by a shrill flute-like noise. The “statue” was gone and so were half of my crew. As I fumbled for my gear I saw it, gaunt and grey, its bone-crested head staring in my direction. This couldn't be one of the noble beings that constructed this city, could it? It appeared stunted and corrupt, a frightening and twisted version of this species.

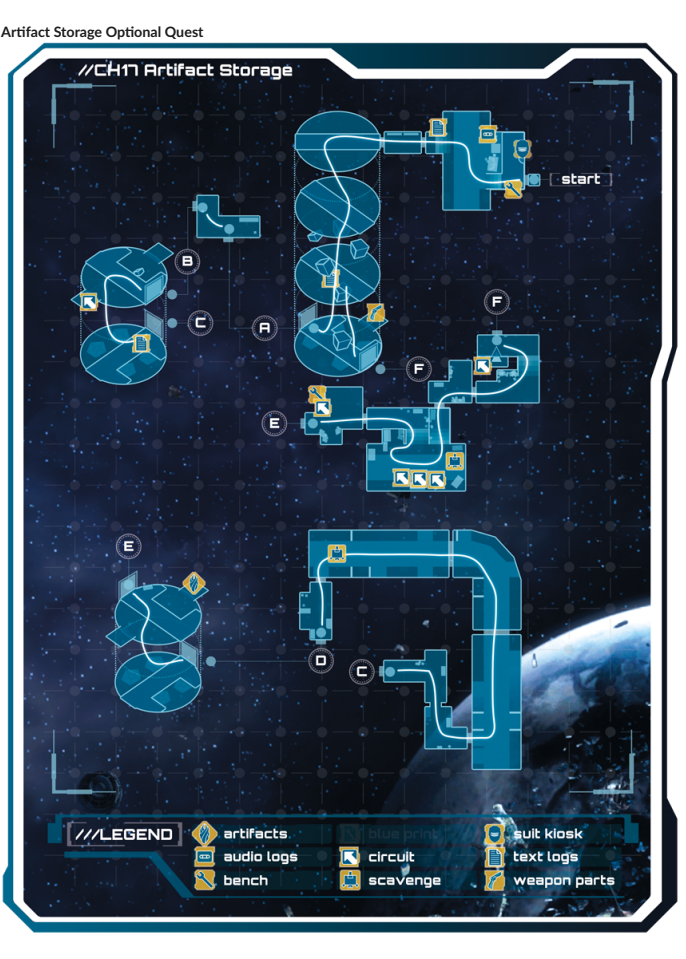
With the fate of my crew uncertain, I did the only thing I could do. I ran.



Move to the other side of the room to a kinesis pad. Stand on it and as Super Slashers come at you, use kinesis to pull off body parts of the still-active Necromorphs and launch the blades back at them. There's nothing like tearing apart an enemy and killing it with its own body parts. Once the threat is neutralized, continue to another locked door. The glyph at the top is somewhat smudged, so enter the first two glyphs that are legible, and then experiment until you get the third glyph correct to unlock the door. Move into the next area.



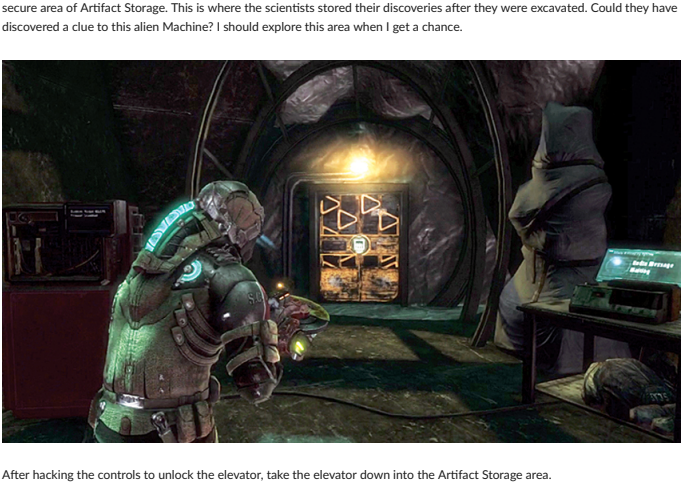
Artifact Storage Optional Quest



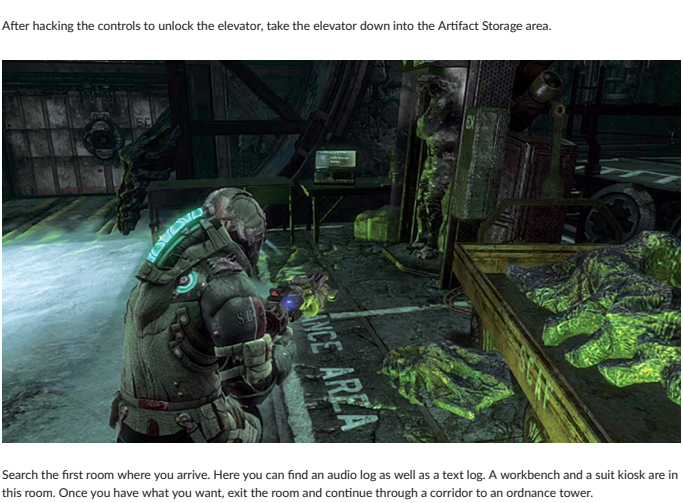
Click here for interactive maps

Investigate Artifact Storage

A rogue wing of the S.C.A.F. research unit must have stumbled onto something big. Whatever it is, it seems to be located in a secure area of Artifact Storage. This is where the scientists stored their discoveries after they were excavated. Could they have discovered a clue to this alien Machine? I should explore this area when I get a chance.



After hacking the controls to unlock the elevator, take the elevator down into the Artifact Storage area.



Search the first room where you arrive. Here you can find an audio log as well as a text log. A workbench and a suit kiosk are in this room. Once you have what you want, exit the room and continue through a corridor to an ordnance tower.

//Audio Log: “Prized Possession”

He was shivering, naked when I found him. The self-inflicted wounds carved deep into his skin, the meaning of which I can only speculate. I had to work to pry the artifact from his cold, white hand. A curious object, made of an unknown material, activated, it seems, by sound. The markings are words, that I'm sure of. But without a means of translating them, I am afraid its purpose will remain a mystery. If only there were more time, I could find other examples of the script stored here and unlock it.

//Text Log: “Witnessing the Truth”

SCAF-ISC-31024 CIV-EXC-090

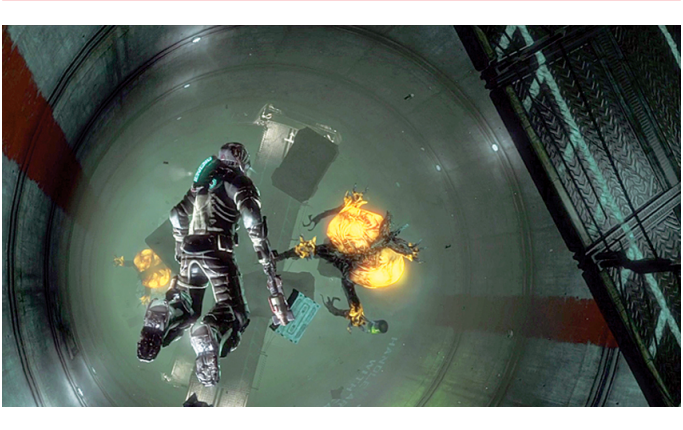
Personal Log: Dr. Earl Serrano

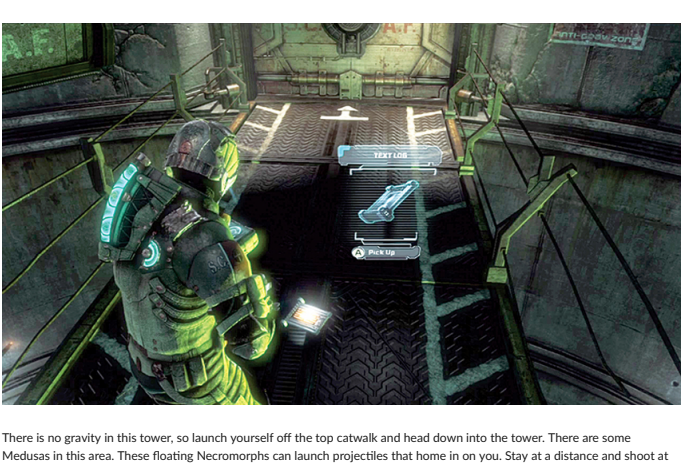
The deep dig survivors refuse to speak. Whether this is willing or the result of the trauma they observed is uncertain.

They continue to draw strange symbols on any surface they can find. And when no other surface is available, they use their own skin.

After persistent inquiries as to what they were doing, one of them finally turn to me and spoke.

“We witness the truth,” he said. “And so will you!” This last bit he screamed as he came at me with a utility knife. Thankfully, I managed to scramble away. It took several soldiers to subdue him before he could be taken to a more secure holding area.





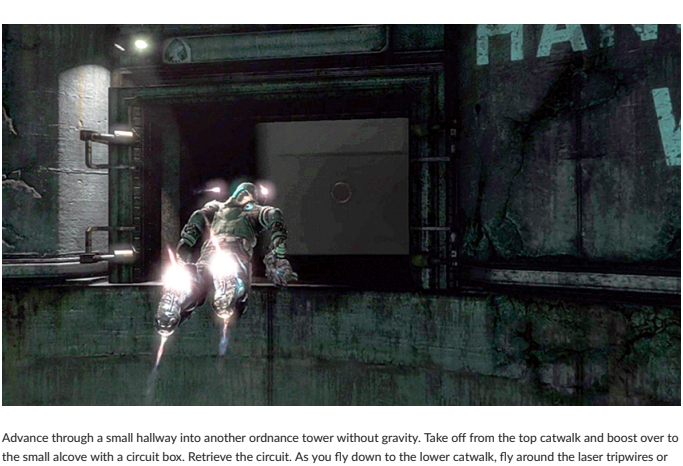
There is no gravity in this tower, so launch yourself off the top catwalk and head down into the tower. There are some Medusas in this area. These floating Necromorphs can launch projectiles that home in on you. Stay at a distance and shoot at the orange flesh on these creatures to kill them. Continue past the second catwalk to the third catwalk where you can find a text log. Go down to the lowest catwalk and land on it. From there, advance through a door.

//Text Log: “Realistic Statuary”

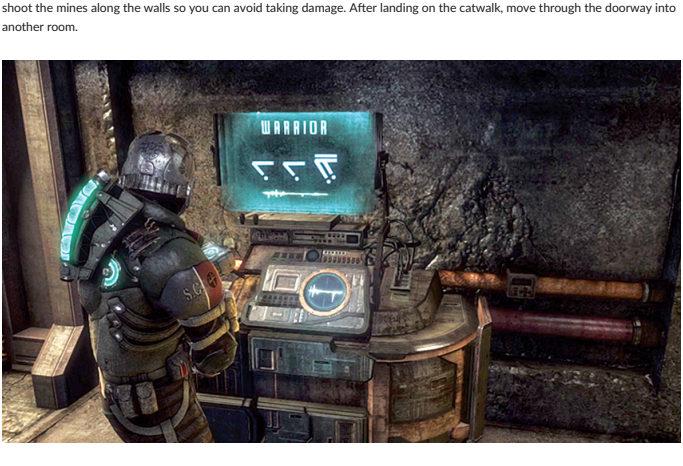
SCAF-ISC-31024 CIV-EXC-090

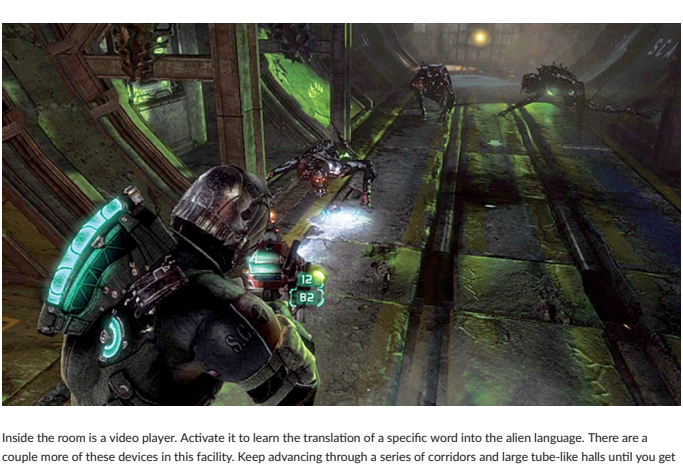
Personal Log: Dr. Earl Serrano

When I first saw the city, I was amazed at the statuary. They're everywhere you look—clustered together, integrated into the architecture. It wasn't until I studied them more closely that I understood. They're not statues at all but the remains of this once-great species. Willing or not, they have become an integral part of a Machine of staggering complexity. They've literally paid for the construction with their very lives.

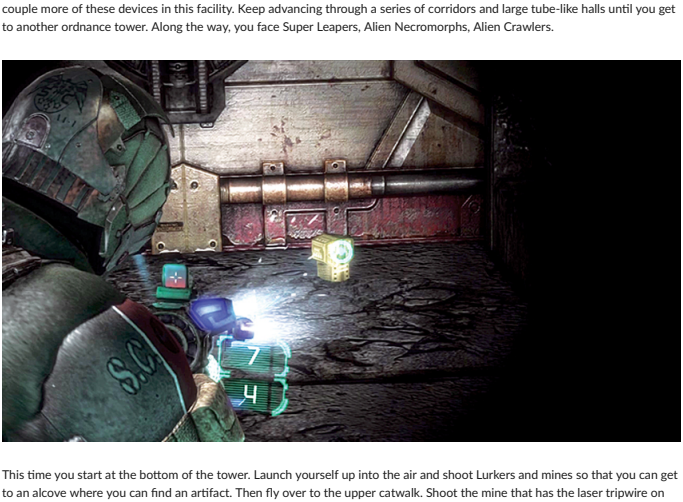


Advance through a small hallway into another ordnance tower without gravity. Take off from the top catwalk and boost over to the small alcove with a circuit box. Retrieve the circuit. As you fly down to the lower catwalk, fly around the laser tripwires or shoot the mines along the walls so you can avoid taking damage. After landing on the catwalk, move through the doorway into another room.





Inside the room is a video player. Activate it to learn the translation of a specific word into the alien language. There are a couple more of these devices in this facility. Keep advancing through a series of corridors and large tube-like halls until you get to another ordnance tower. Along the way, you face Super Leapers, Alien Necromorphs, Alien Crawlers.



This time you start at the bottom of the tower. Launch yourself up into the air and shoot Lurkers and mines so that you can get to an alcove where you can find an artifact. Then fly over to the upper catwalk. Shoot the mine that has the laser tripwire on the electrical engineering interface console, then hack it to unlock the door.

//Alien Artifact 9

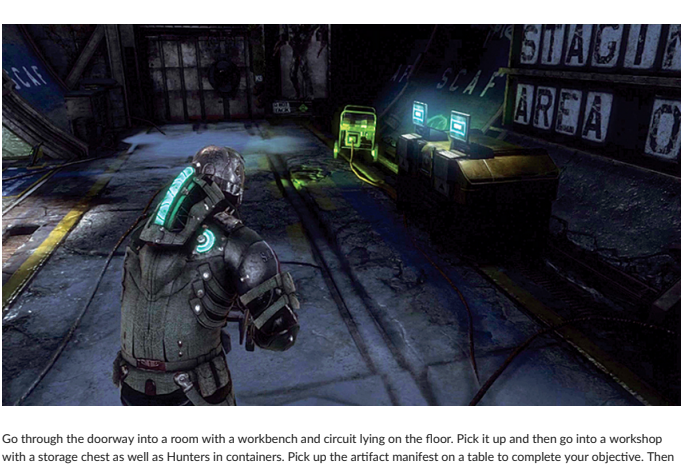
Personal Journal: Dr. Earl Serrano

The signal projected by the Markers permeates everything and everyone. We are all affected differently. Some are driven to rage. Others suffer hallucinations. And still others fall into a gibbering dementia.

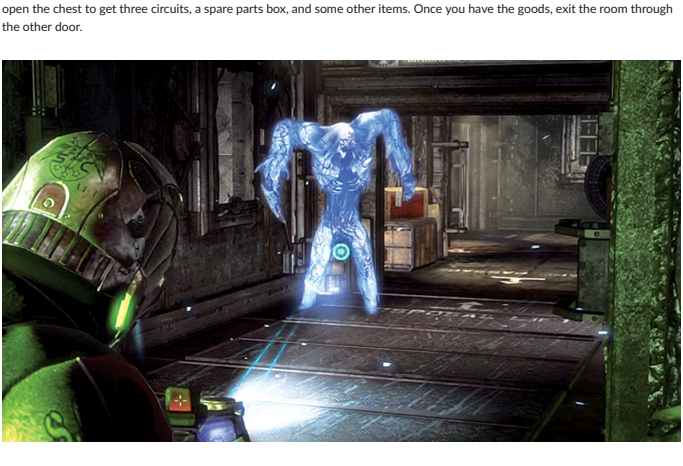
But perhaps the most insidious effect it has is when we don't realize it has taken hold of us. Indeed, we show no outward signs of madness. We believe we are following our natural compulsions. And in all likelihood, we will not realize this manipulation until our ill-conceived plans come to fruition and it is too late to reverse our actions.

Am I justified in resisting the urge to turn off the Machine? Am I right in believing the Machine must be completed to stop the Markers? Or am I slave to the very forces that conspire to wipe out all life in this universe?

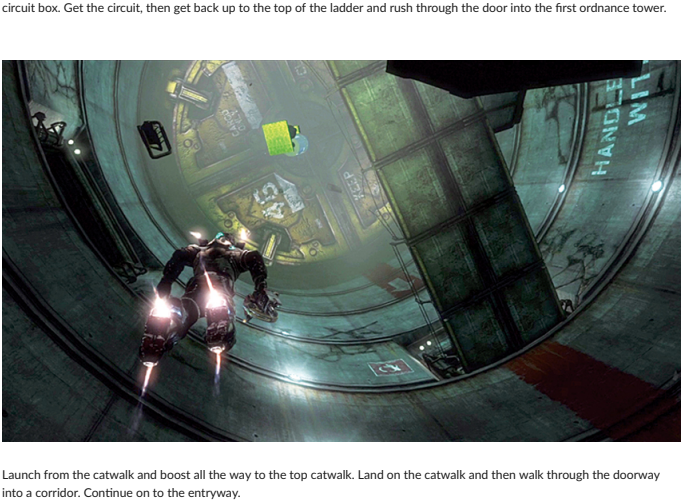
Only time will tell.



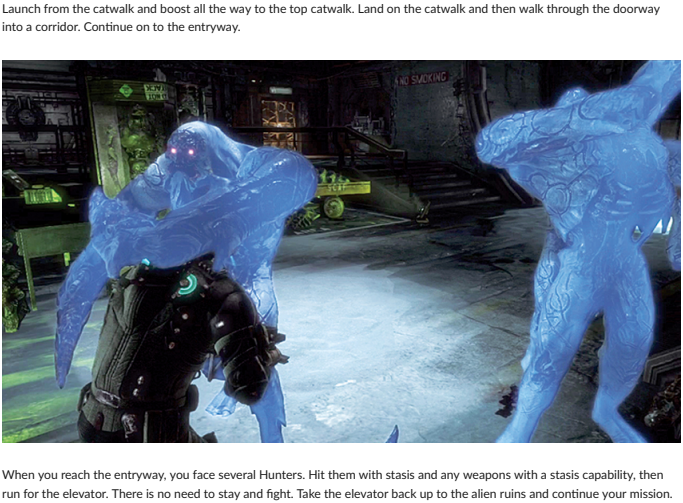
Go through the doorway into a room with a workbench and circuit lying on the floor. Pick it up and then go into a workshop with a storage chest as well as Hunters in containers. Pick up the artifact manifest on a table to complete your objective. Then open the chest to get three circuits, a spare parts box, and some other items. Once you have the goods, exit the room through the other door.



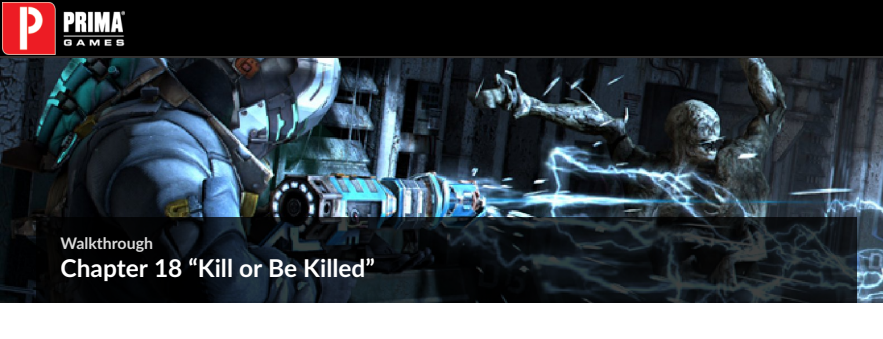
Move through a small room and then into the escape passage. As you do, an Hunter bursts into this area from the ducts. Hit it with stasis and then head up the steps. You come to a locked door; you have to hack the controls to unlock it. Kill a Super Leaper and then hack the controls. Before going through the door, climb down a short ladder across from the door to find a circuit box. Get the circuit, then get back up to the top of the ladder and rush through the door into the first ordnance tower.



Launch from the catwalk and boost all the way to the top catwalk. Land on the catwalk and then walk through the doorway into a corridor. Continue on to the entryway.

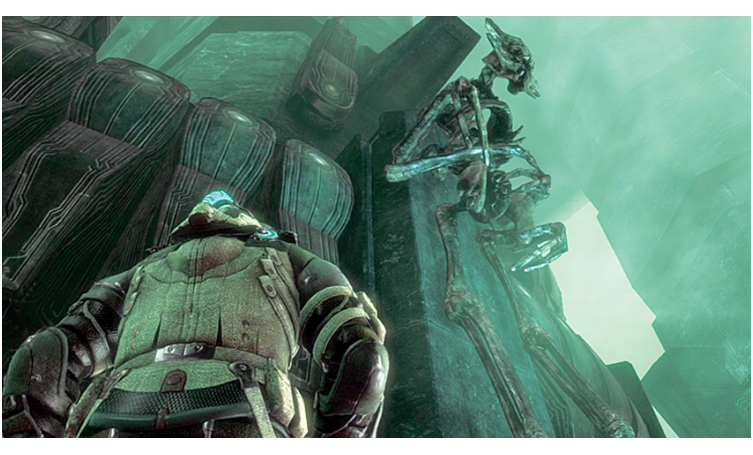


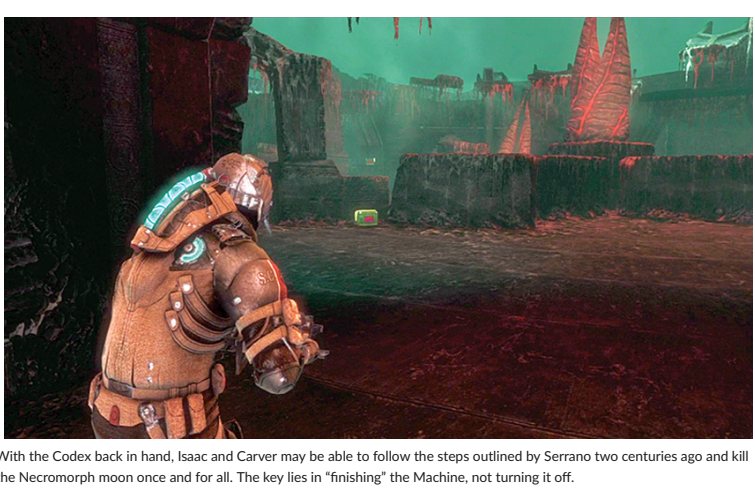
When you reach the entryway, you face several Hunters. Hit them with stasis and any weapons with a stasis capability, then run for the elevator. There is no need to stay and fight. Take the elevator back up to the alien ruins and continue your mission.



Walkthrough

Chapter 18 "Kill or Be Killed"

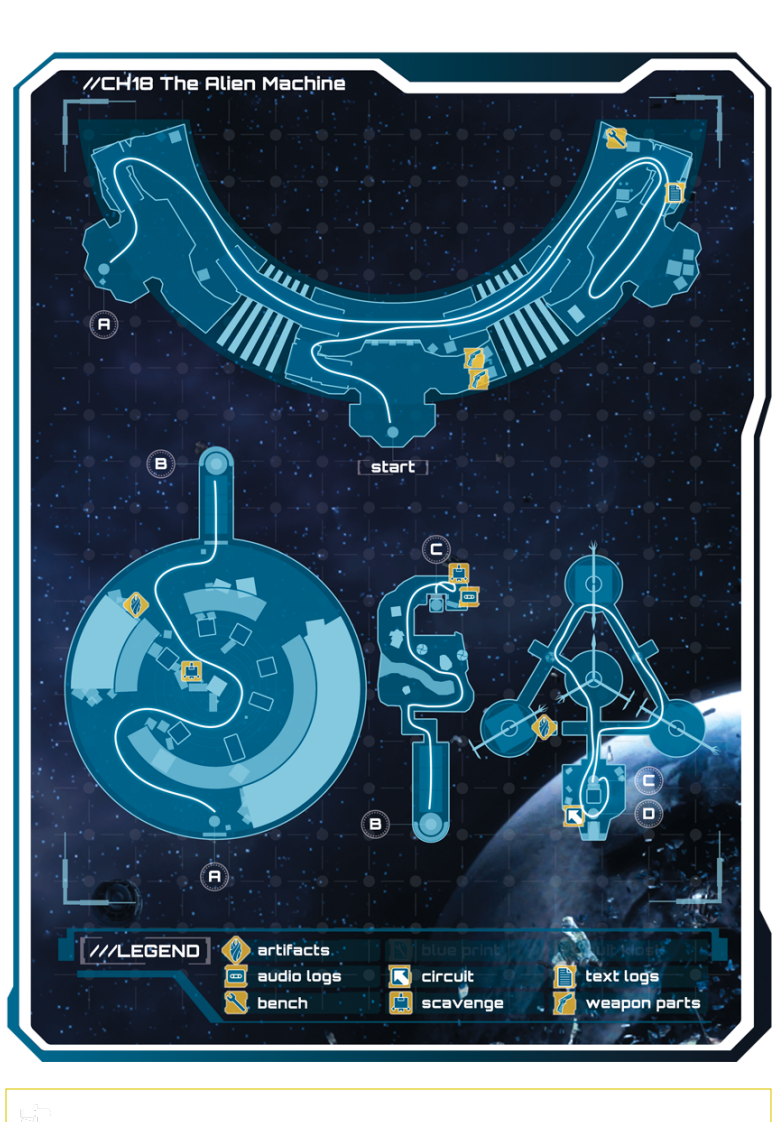




With the Codex back in hand, Isaac and Carver may be able to follow the steps outlined by Serrano two centuries ago and kill the Necromorph moon once and for all. The key lies in "finishing" the Machine, not turning it off.

Level Stats

- Total Artifacts: 2
- Alien Artifacts: 2
- Total Logs: 3
- Audio Logs: 2
- Text Logs: 1
- Circuits: 1
- Weapon Parts: 2

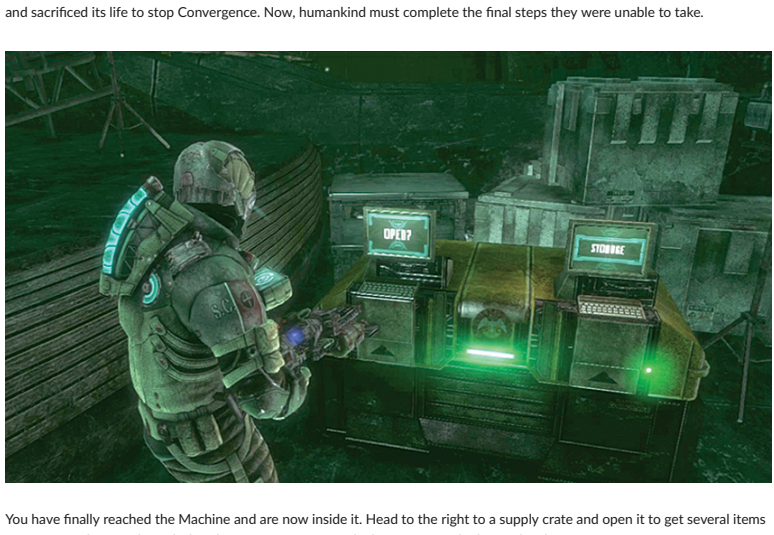


Click here for interactive maps

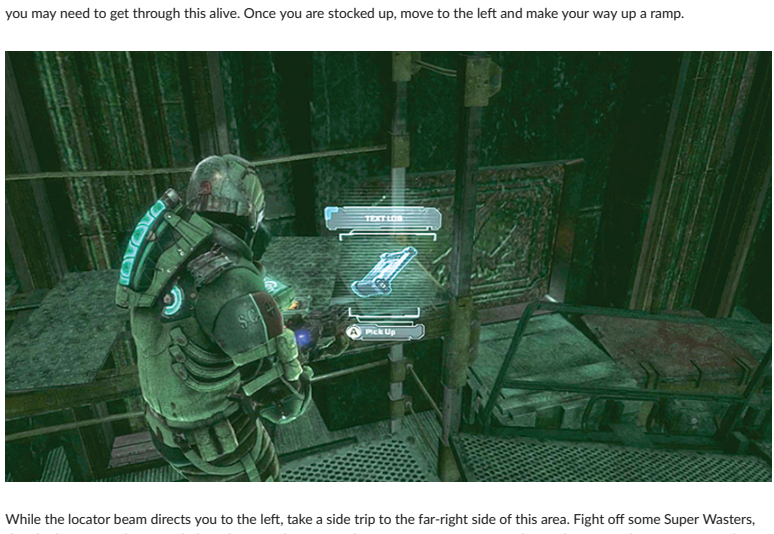
Tau Volantis The Alien Machine

Bring the Codex to the Machine

The Codex is the key to communicating with the Machine. Danik wants to use it to shut down the Machine; but the Codex can also be used to initiate the Machine's final instructions, and destroy the Necromorphs. The alien race of Tau Volantis dedicated and sacrificed its life to stop Convergence. Now, humankind must complete the final steps they were unable to take.



You have finally reached the Machine and are now inside it. Head to the right to a supply crate and open it to get several items you may need to get through this alive. Once you are stocked up, move to the left and make your way up a ramp.



While the locator beam directs you to the left, take a side trip to the far-right side of this area. Fight off some Super Wasters, then look for a text log on a shelf in the far-right corner. Then start up a generator with your kinesis so that you can use the nearby workbench. The power also activates a recording by Dr. Serrano that tells you to activate two parts of the machine. You already did the first part when you manipulated the monoliths. He also suggests that you be observant. The clues are out there and will guide you.

//Text Log: "Language Speculation"

SCAF-ISC-31026 CIV-EXC-090

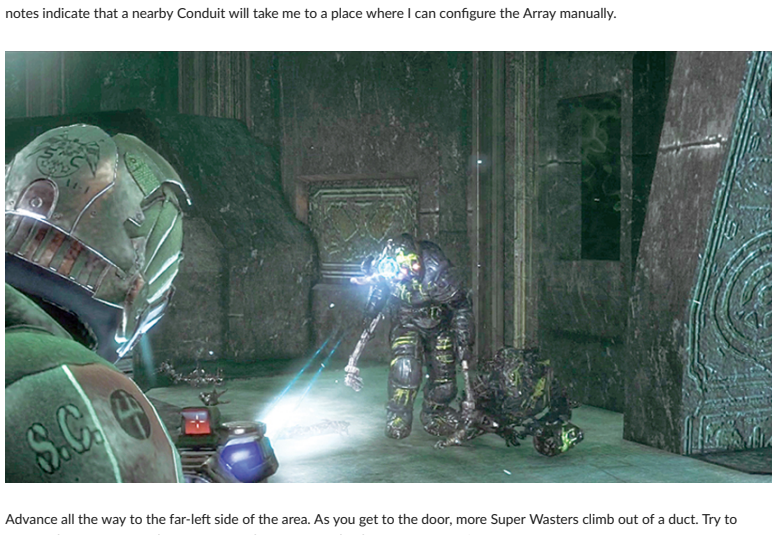
Personal Log: Dr. Earl Serrano

Discerning the meaning of the native language has proved tricky. In a way, it is similar to the Inuit-type languages of earth's ancient indigenous peoples. That is, there are many suffixes that modify the meaning of words, giving rise to almost limitless combinations. This polysynthetic structure also allows more complex phrases to be conveyed in a single word.

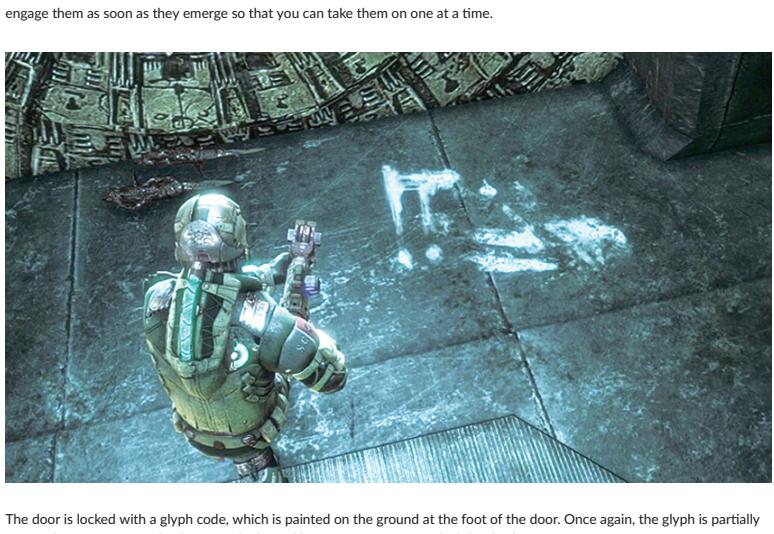
Take for example this two-letter phrase meaning "power source":
Y 2.
By adding different letters before it, the meaning is changed as follows:
D Y 2.
Strengthens power source.
b Y 2.
Provider power source.

Align the Power Array

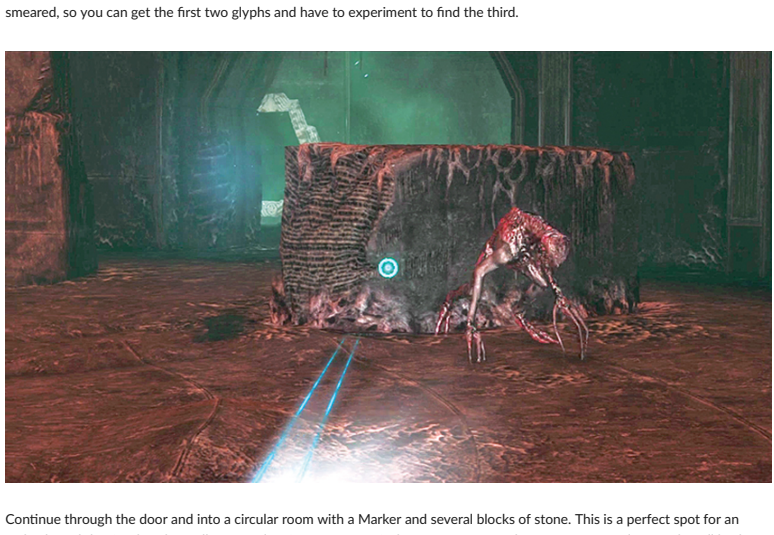
To get this Machine working, I'll need to align and activate an Array that maintains the Machine's core functions. Serrano's notes indicate that a nearby Conduit will take me to a place where I can configure the Array manually.



Advance all the way to the far-left side of the area. As you get to the door, more Super Wasters climb out of a duct. Try to engage them as soon as they emerge so that you can take them on one at a time.



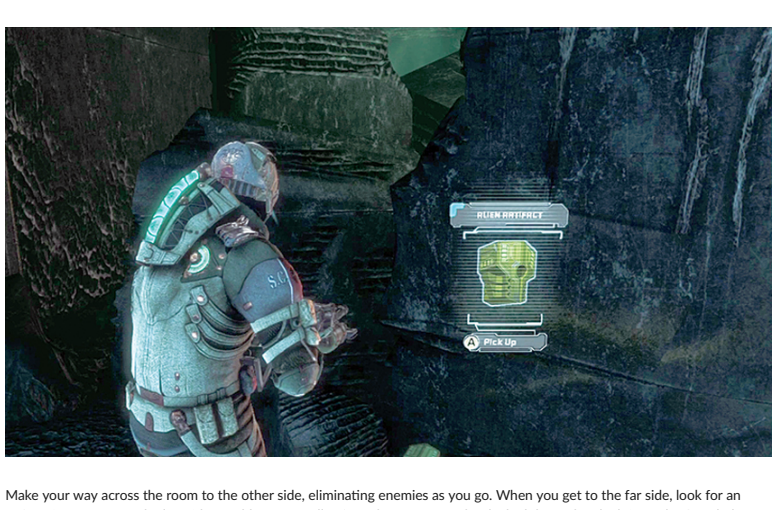
The door is locked with a glyph code, which is painted on the ground at the foot of the door. Once again, the glyph is partially smeared, so you can get the first two glyphs and have to experiment to find the third.



Continue through the door and into a circular room with a Marker and several blocks of stone. This is a perfect spot for an ambush, and that is what the Stalkers are planning for you. As if that were not enough, Super Wasters also attack. Pull back toward the door that you used to enter this area. That gives you a corridor in which to engage the Necromorphs as they come at you, and allows you to use your ranged weapons and stay out of range of their attacks.

ISAAC'S LOG

While Stalkers were tough to kill, they could be managed by moving to a position so they could not sneak up and flank me. However, when I also had other types of Necromorphs to deal with, the Stalkers took advantage of this and would attack while I was focused on the other threats. I overcame this by listening for that distinct Stalker scream that it made when it charged. When I heard that, I quickly turned and fired to kill the Stalker, then turned my attention back to the other threat.



Make your way across the room to the other side, eliminating enemies as you go. When you get to the far side, look for an artifact in a corner on the left side to add to your collection. Then go to another locked door. The glyph is on the floor below the door, so use that code to unlock the door so you can continue.

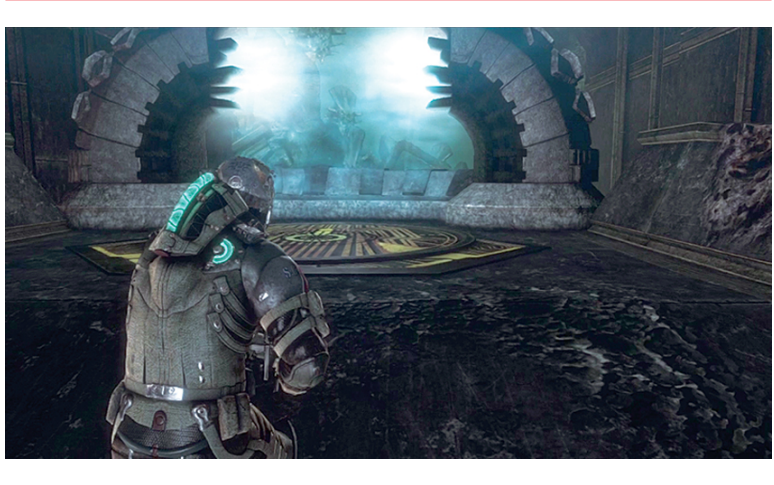
//Alien Artifact 8

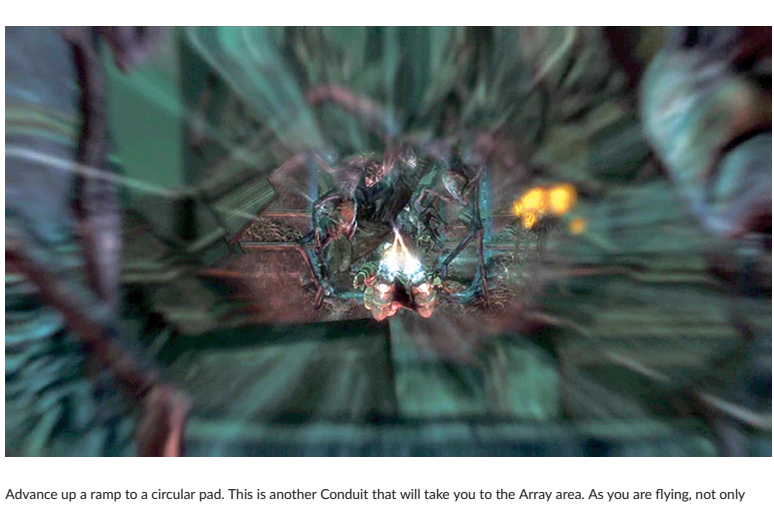
Personal Journal: Dr. Earl Serrano

The signs are all around me. I don't know why I didn't see it before. Everywhere we look there are Markers; red ones similar to the copies we ourselves have created back home.

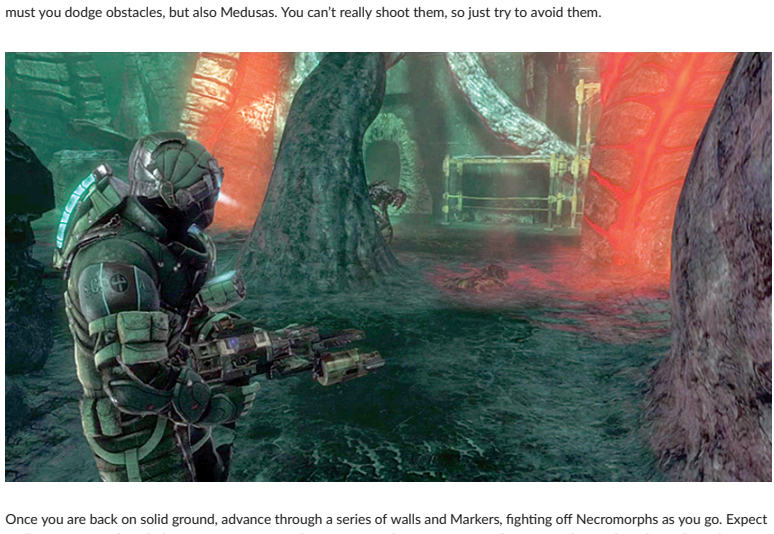
The Marker signal doesn't just reanimate the dead. It manipulates us into spreading the Markers. And now we too have been unwittingly spreading this galactic virus from planet to planet. The propagation of our species has only served to create a source of food and the means of finding it for these moon-sized entities.

It is no wonder Tau Volantis chose self-sacrifice. They eliminated themselves like a gangrenous limb, hoping to keep the infection from spreading to us.

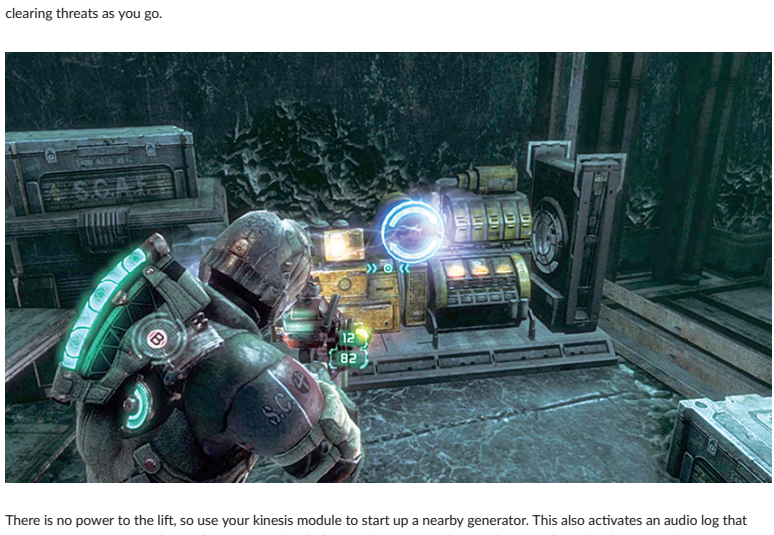




Advance up a ramp to a circular pad. This is another Conduit that will take you to the Array area. As you are flying, not only must you dodge obstacles, but also Medusas. You can't really shoot them, so just try to avoid them.



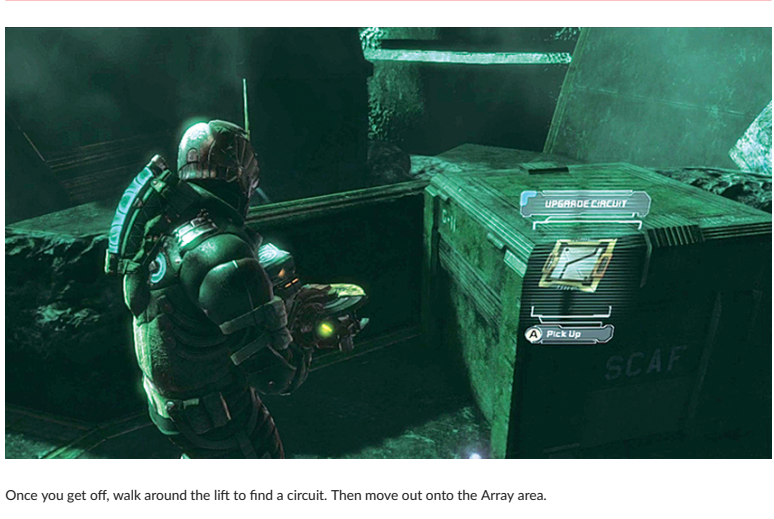
Once you are back on solid ground, advance through a series of walls and Markers, fighting off Necromorphs as you go. Expect Stalkers, Cysts, and Exploders to come at you or fire at you. Work your way around to a cargo lift on the other side of this area, clearing threats as you go.



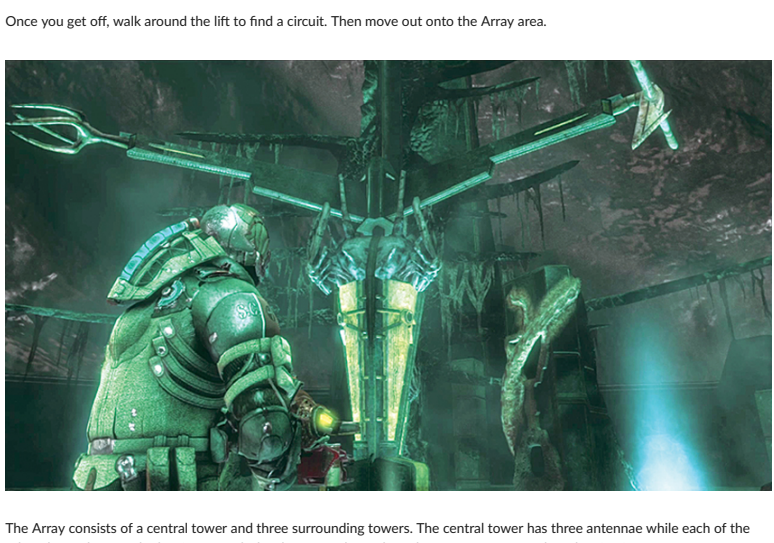
There is no power to the lift, so use your kinesis module to start up a nearby generator. This also activates an audio log that offers more information about where you are headed. After listening, climb onto the cargo lift and ride it up to the top.

//Audio Log: "Point North"

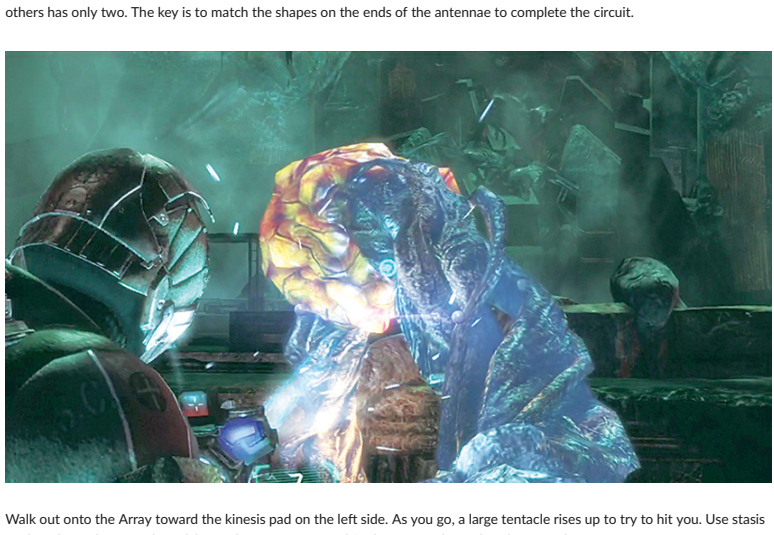
The invasive growth in this area has made it difficult to make much progress. Dig teams continue to get caught in the ancient, sticky webbing. There is no doubt in my mind that the devices above are essential to the configuration of this alien Machine. Based on my observations of the alien script, it could be a sort of amplifier made to boost a signal or power source when properly aligned.



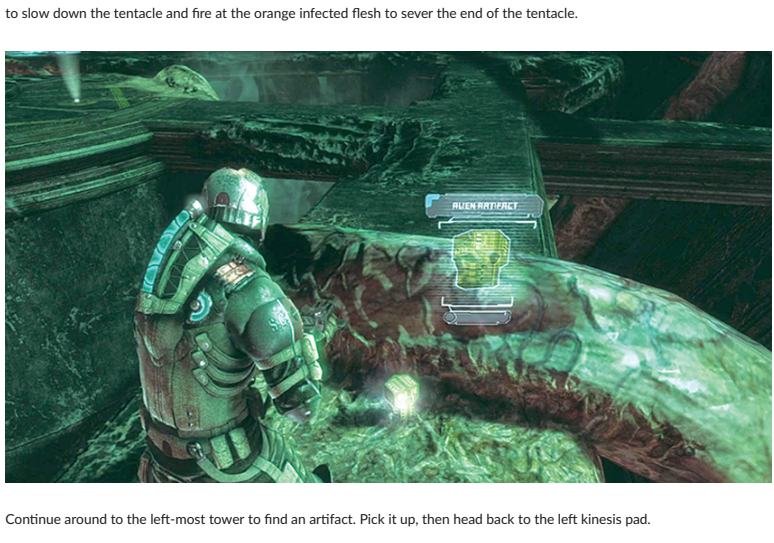
Once you get off, walk around the lift to find a circuit. Then move out onto the Array area.



The Array consists of a central tower and three surrounding towers. The central tower has three antennae while each of the others has only two. The key is to match the shapes on the ends of the antennae to complete the circuit.



Walk out onto the Array toward the kinesis pad on the left side. As you go, a large tentacle rises up to try to hit you. Use stasis to slow down the tentacle and fire at the orange infected flesh to sever the end of the tentacle.



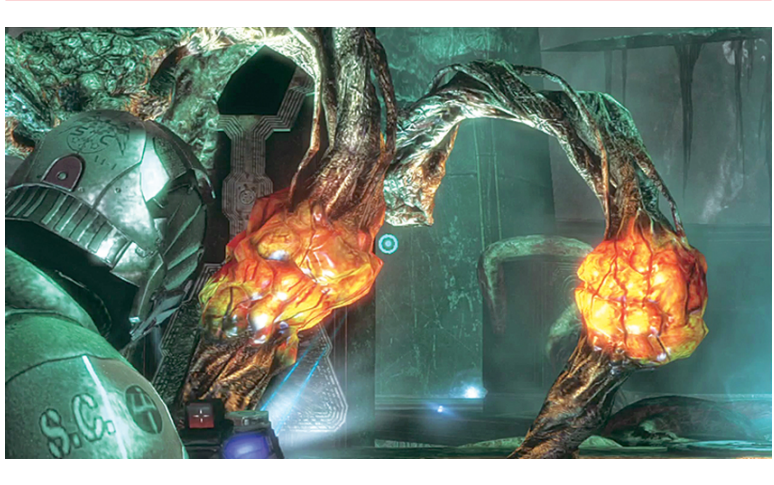
Continue around to the left-most tower to find an artifact. Pick it up, then head back to the left kinesis pad.

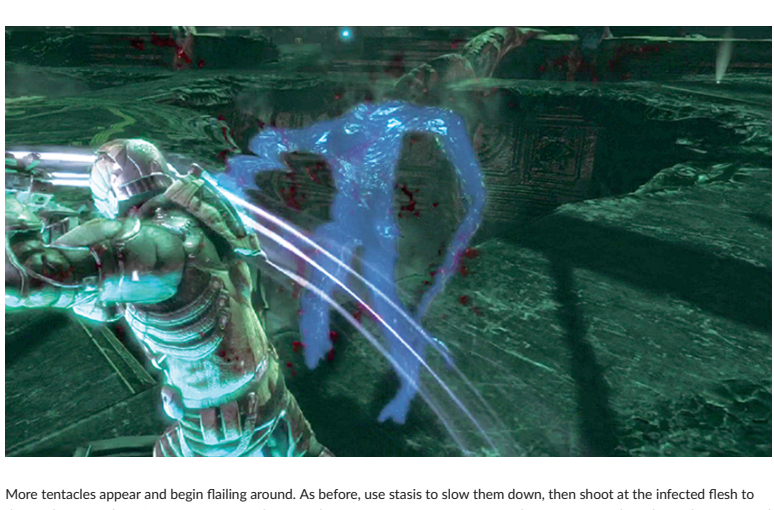
//Alien Artifact 07

Personal Journal: Dr. Earl Serrano

It is unlikely that a race as advanced as this one would have remained bound to just one planet. Indeed, there is evidence to suggest their empire was widespread, spanning many star systems.

They must have been trillions-strong before falling to the Markers. And perhaps that is the point. Allow a species to thrive until they are so many in number that they can no longer sustain themselves … then descend upon their worlds to feed.

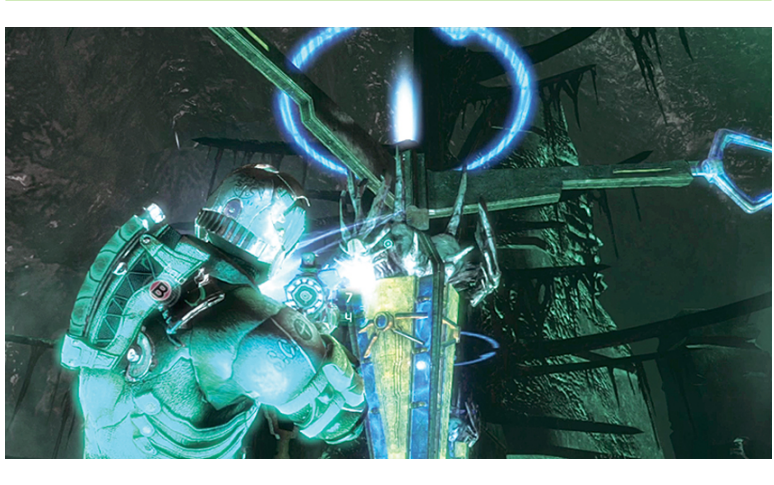


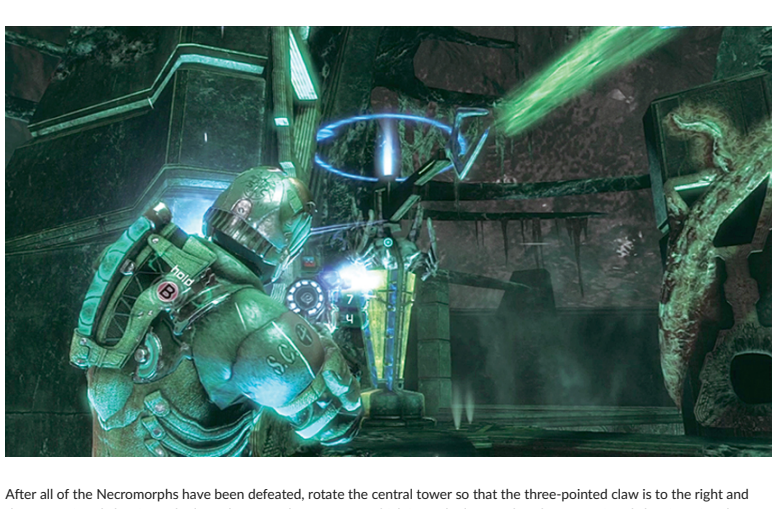


More tentacles appear and begin flailing around. As before, use stasis to slow them down, then shoot at the infected flesh to defeat them. Use kinesis to start spinning the central tower. However, as soon as you hear Necromorphs, release the tower and attack the enemy. Remember that you are standing on a kinesis pad. Use your kinesis to pull off the blades of these Super Slashers and then launch the blades back at them. You can also use this against the Exploders. Pull their sac away from them, then launch it back to blow them up.

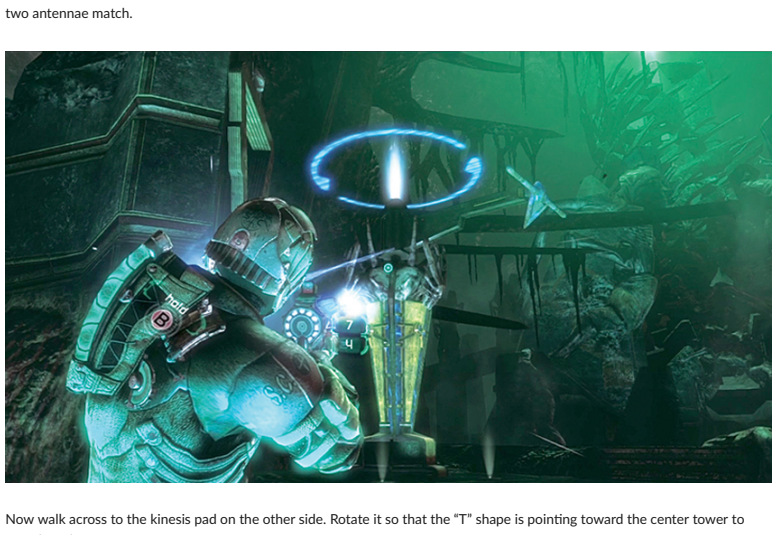
ISAAC'S LOG

As I was creating the map of this area, I made sure to position the array towers in the correct alignment in case someone else had to do this again.

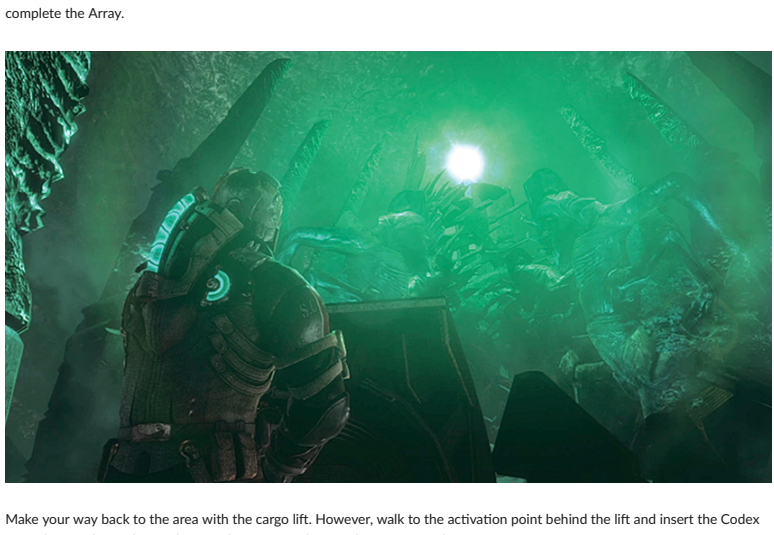




After all of the Necromorphs have been defeated, rotate the central tower so that the three-pointed claw is to the right and the two-pointed claw is on the left. Then turn the far tower, which is on the left, so that the two-pointed claw is facing the center. When this occurs, energy arcs between the two towers. Now turn to the tower on your right and rotate it so that the two antennae match.

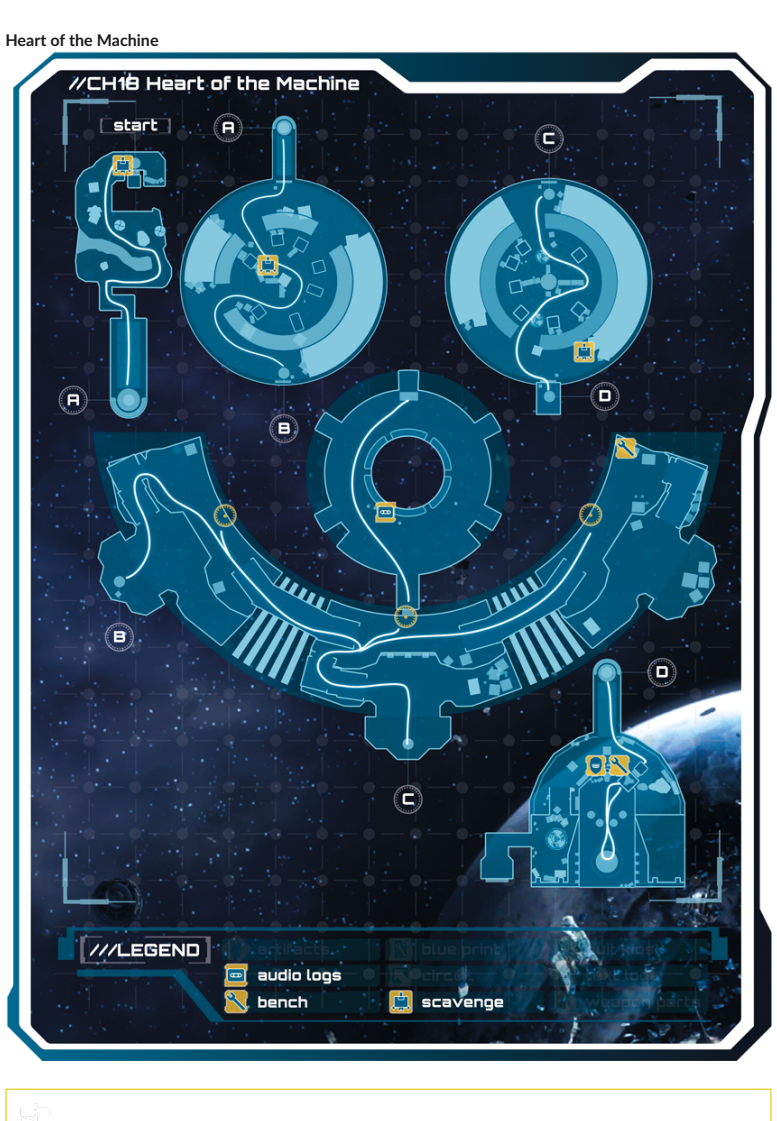


Now walk across to the kinesis pad on the other side. Rotate it so that the "T" shape is pointing toward the center tower to complete the Array.



Make your way back to the area with the cargo lift. However, walk to the activation point behind the lift and insert the Codex to further configure the machine so that you can destroy the Necromorph Moon.

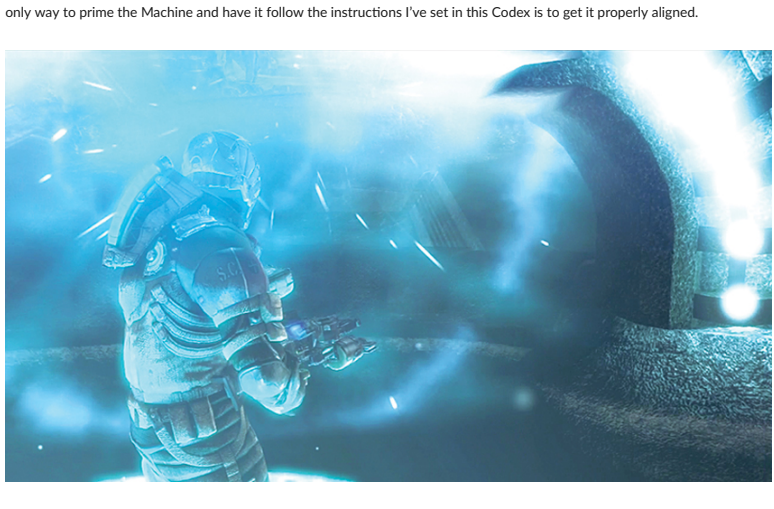
Heart of the Machine

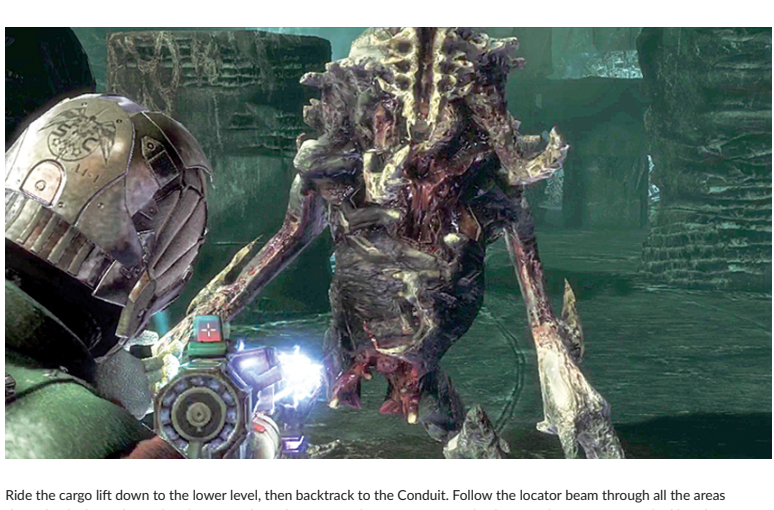


Click here for interactive maps

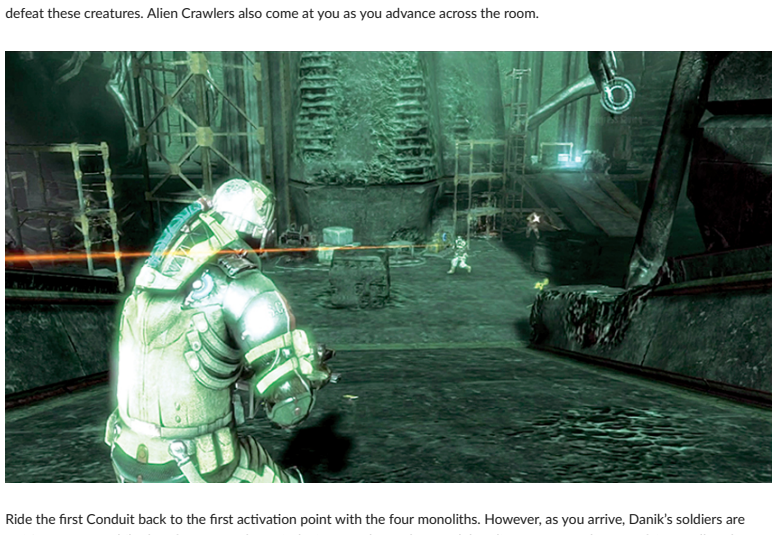
Realign the Alien Machine

Incredible! The complex isn't an alien city—it's the alien Machine itself! But the whole thing is completely out of whack. The only way to prime the Machine and have it follow the instructions I've set in this Codex is to get it properly aligned.



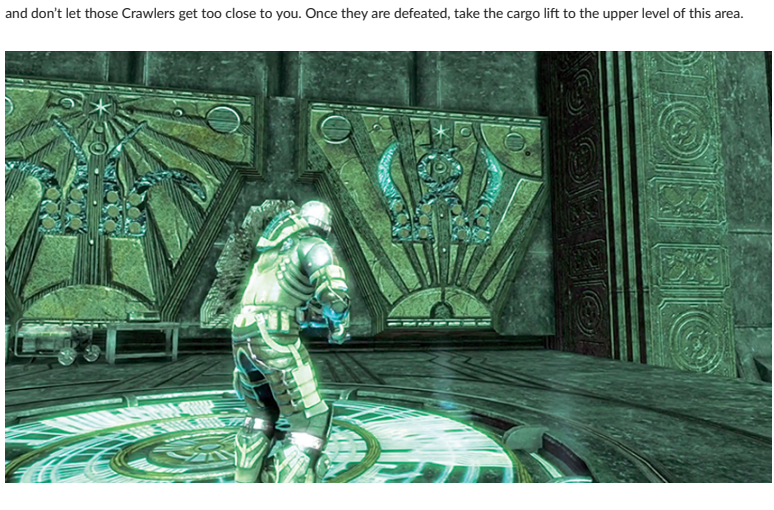


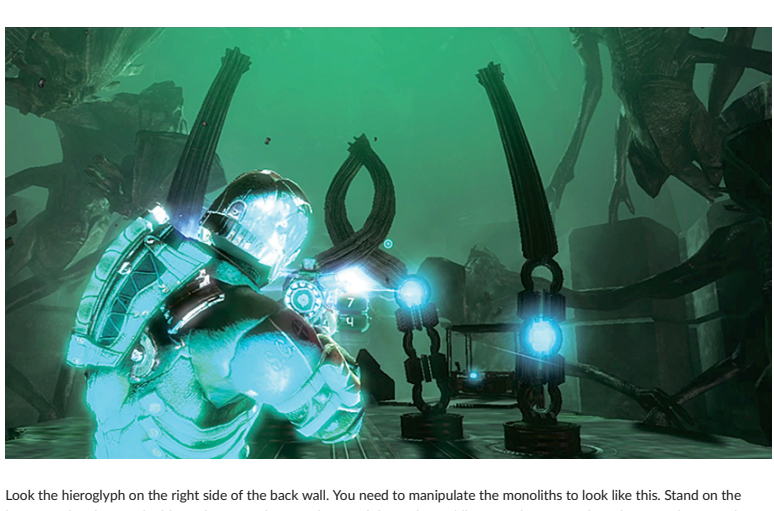
Ride the cargo lift down to the lower level, then backtrack to the Conduit. Follow the locator beam through all the areas through which you have already come. Along the way, just before you get to the first Conduit, you are attacked by Alien Necromorphs. This area has the pads that boost your stasis and kinesis, so get to one of the pads and use its power to help you defeat these creatures. Alien Crawlers also come at you as you advance across the room.



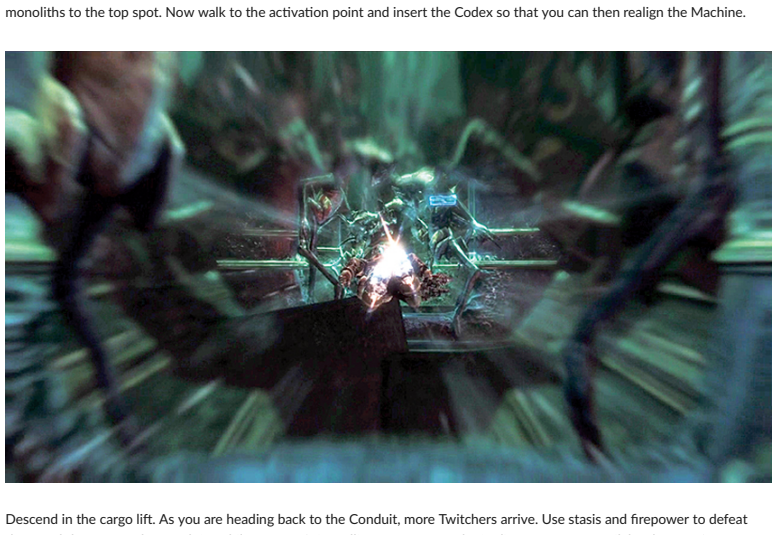
Ride the first Conduit back to the first activation point with the four monoliths. However, as you arrive, Danik's soldiers are waiting for you. While they fire at you, the Unitologists are also under attack by Alien Necromorphs. Start firing at all of them.

As the fight continues, Alien Crawlers and Twitchers arrive to attack as well. Use stasis on the Twitchers to slow them down and don't let those Crawlers get too close to you. Once they are defeated, take the cargo lift to the upper level of this area.

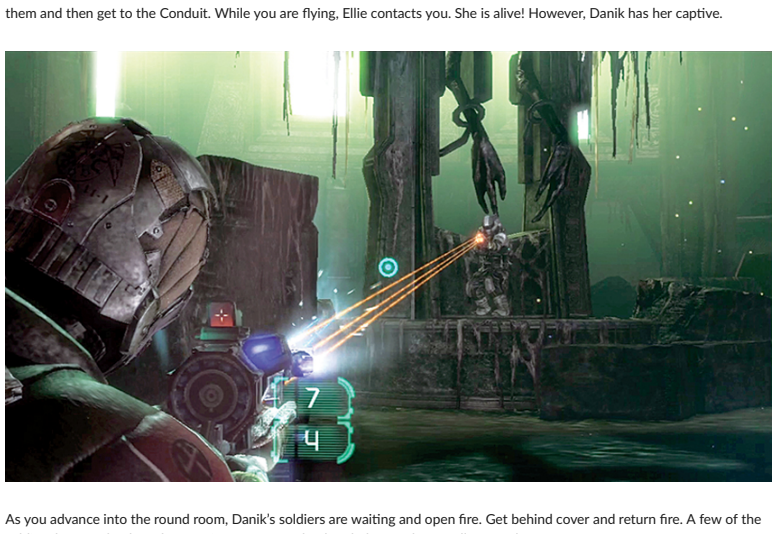




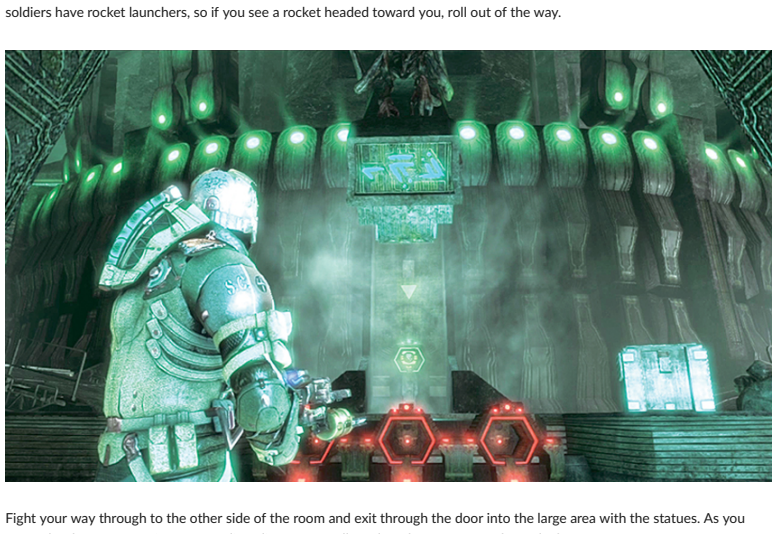
Look the hieroglyph on the right side of the back wall. You need to manipulate the monoliths to look like this. Stand on the kinesis pad and move the blue spheres on the outside monoliths to the middle spot. Then move the spheres of the central monoliths to the top spot. Now walk to the activation point and insert the Codex so that you can then realign the Machine.



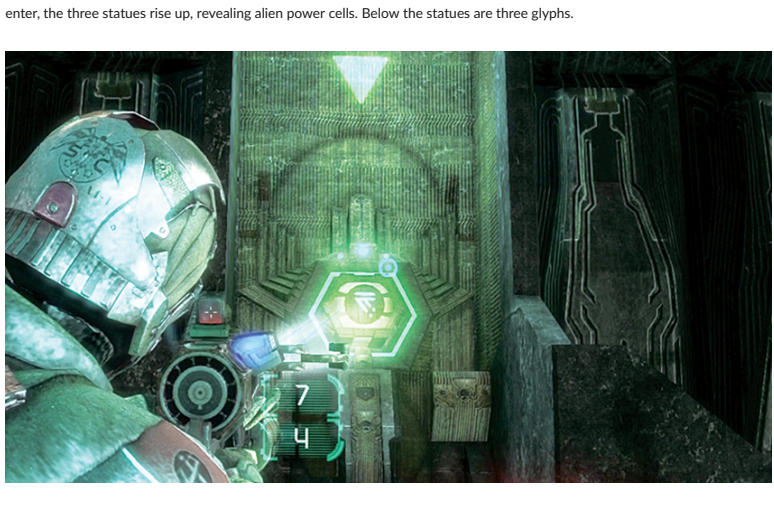
Descend in the cargo lift. As you are heading back to the Conduit, more Twitchers arrive. Use stasis and firepower to defeat them and then get to the Conduit. While you are flying, Ellie contacts you. She is alive! However, Danik has her captive.

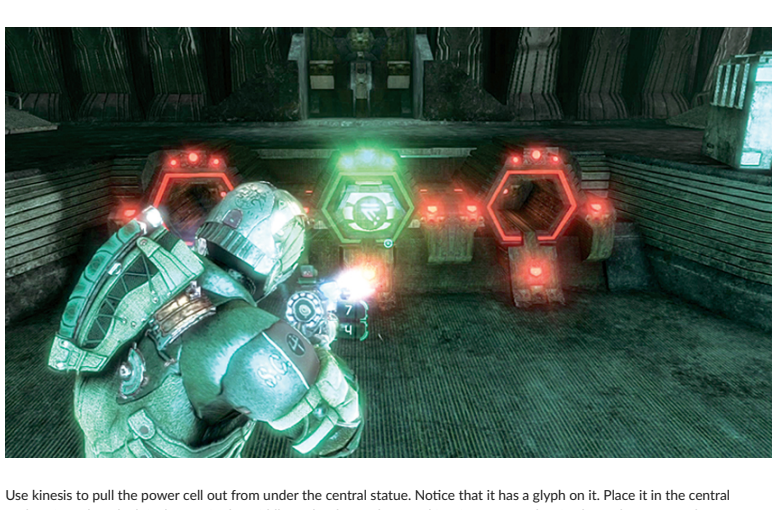


As you advance into the round room, Danik's soldiers are waiting and open fire. Get behind cover and return fire. A few of the soldiers have rocket launchers, so if you see a rocket headed toward you, roll out of the way.

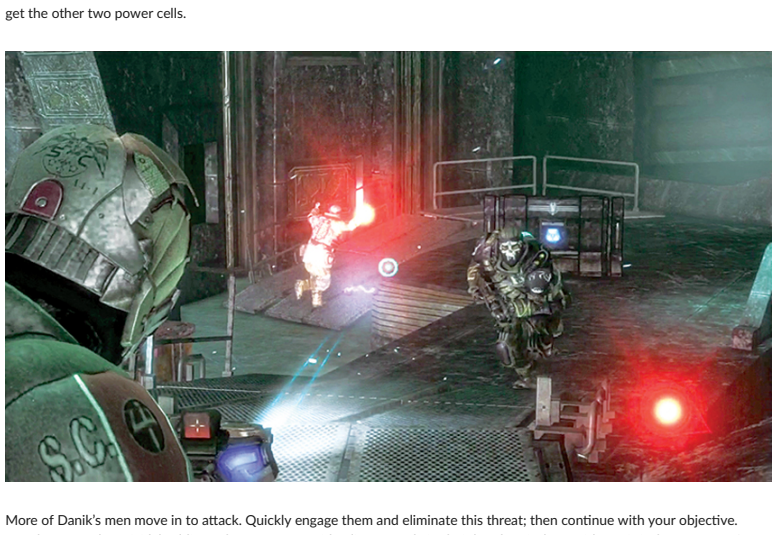


Fight your way through to the other side of the room and exit through the door into the large area with the statues. As you enter, the three statues rise up, revealing alien power cells. Below the statues are three glyphs.

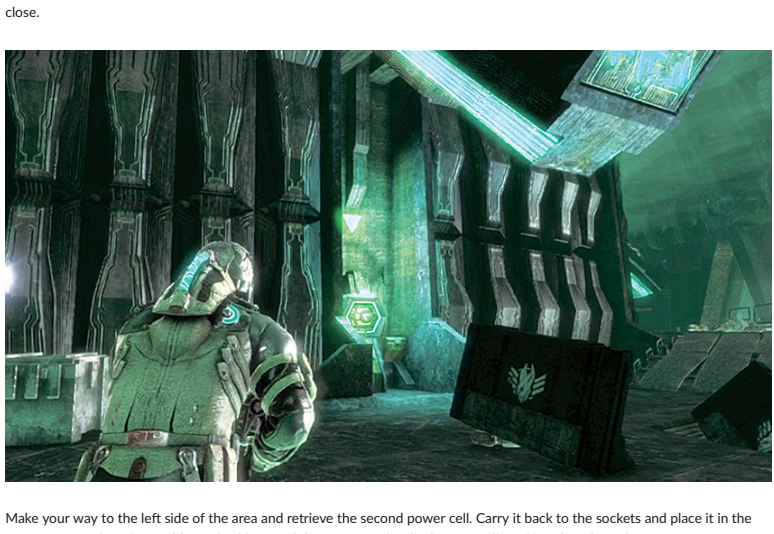




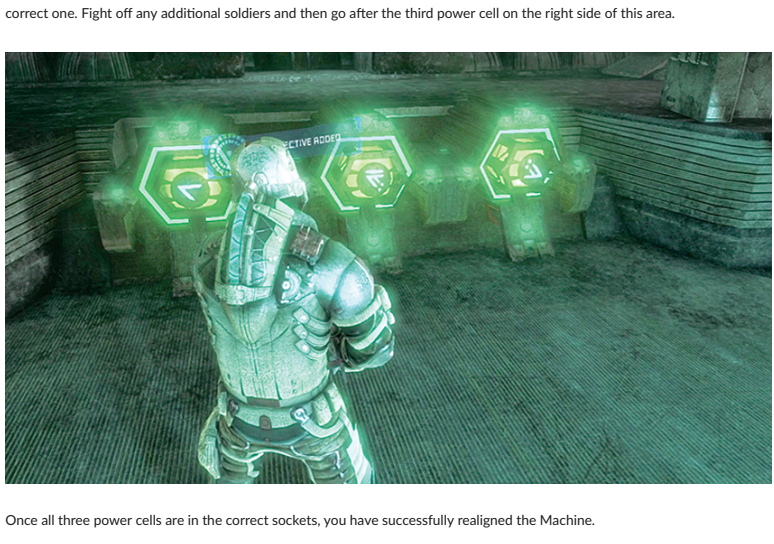
Use kinesis to pull the power cell out from under the central statue. Notice that it has a glyph on it. Place it in the central socket since that glyph is the one in the middle of the three. Then use kinesis to move a barricade on the ramp so that you can get the other two power cells.



More of Danik's men move in to attack. Quickly engage them and eliminate this threat; then continue with your objective. Watch out for the suicidal soldiers who run at you with a live grenade in their hands. Hit them with stasis if they start getting close.



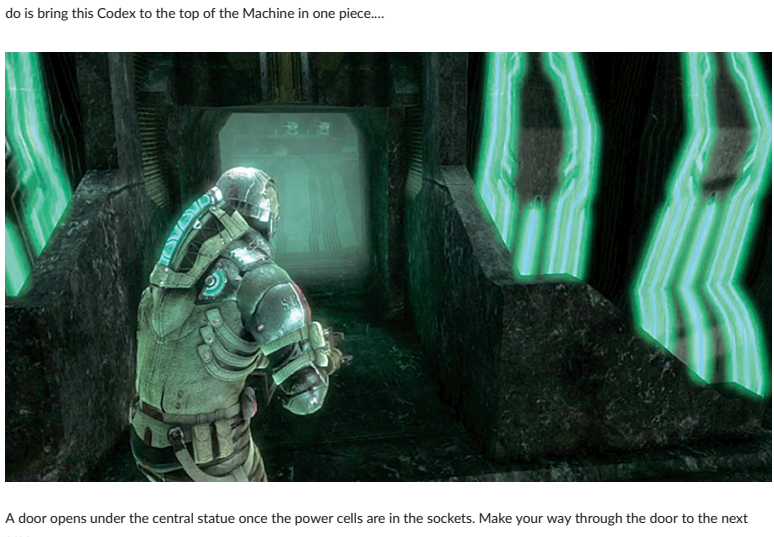
Make your way to the left side of the area and retrieve the second power cell. Carry it back to the sockets and place it in the correct one. Fight off any additional soldiers and then go after the third power cell on the right side of this area.



Once all three power cells are in the correct sockets, you have successfully realigned the Machine.

Complete the Machine's Final Step

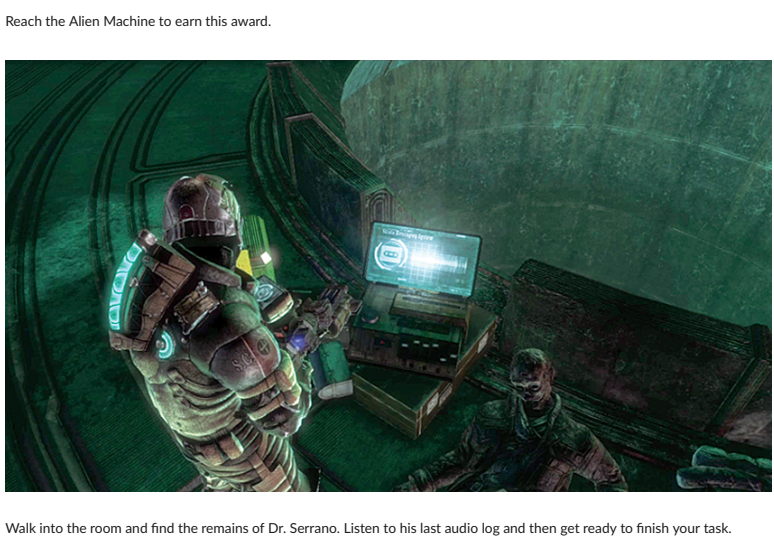
This Machine was built to perform a single task: to destroy the Necromorph Moon. Why it never completed its purpose, I may never know. But now it's time for the Machine to perform its final step, and end this Necromorph scourge forever. All I have to do is bring this Codex to the top of the Machine in one piece….



A door opens under the central statue once the power cells are in the sockets. Make your way through the door to the next area.

Infernal Machine

Reach the Alien Machine to earn this award.

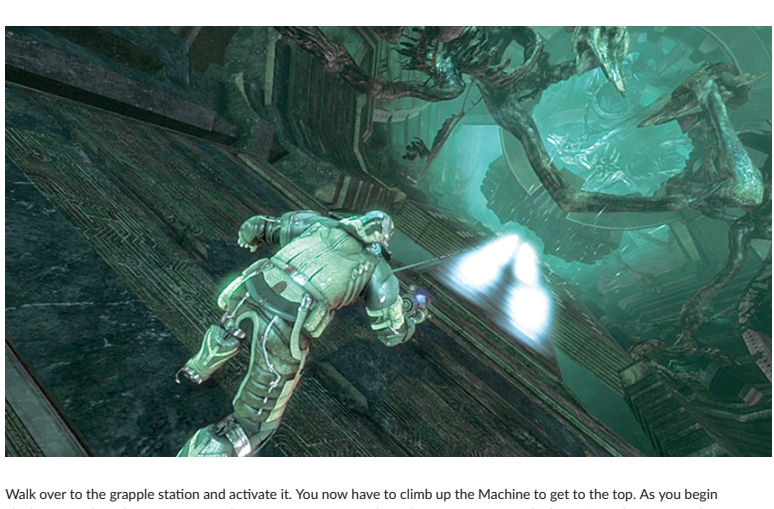


Walk into the room and find the remains of Dr. Serrano. Listen to his last audio log and then get ready to finish your task.

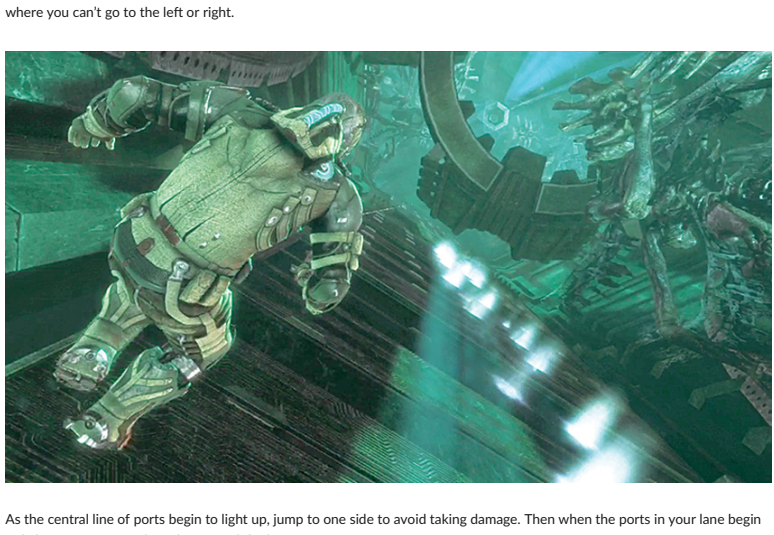
//Audio Log: "Serrano's Last Words"

Ah! Well, I've gone and busted my knee open. I suppose the Codex is in Mahad's hands by now, and this place is about to be buried, like everywhere else. I remember telling my college professor I wanted to study xenoarchaeology. He laughed right in my face. "There's nothing to study," he said. "It's all dead space. No alien life exists out in the universe."

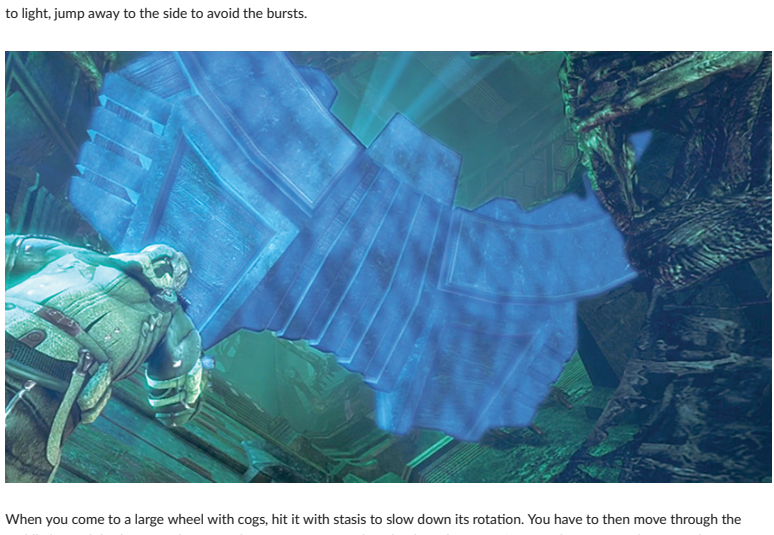
In a way, I guess he was right. There is no life beyond our system, only a trail of extinction, wrought by the Moons. And now it's right on our doorstep. Well, above us lies the means of turning off the Machine, but also the means to complete it. Turning it off will finish our species, completing it will save us. I had hoped to be here to witness the saving part. It would have been spectacular to witness the Moon getting pulled into the planet and crushed to oblivion—a final act by the natives—a sacrifice to save us all. But now, I must rest. Perhaps Tim will be along soon with the Codex.



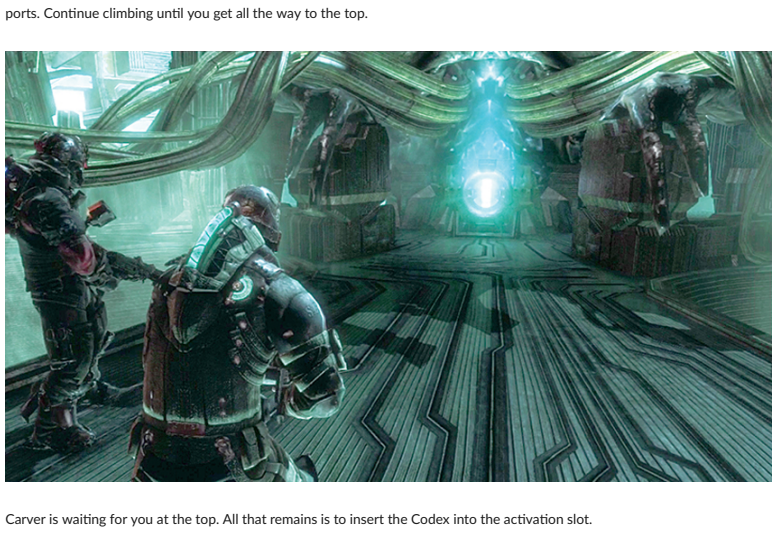
Walk over to the grapple station and activate it. You now have to climb up the Machine to get to the top. As you begin climbing, watch for bursts of energy that emerge from ports along the surface you are climbing. Since they start at the top, you can see them coming. Wait until the bursts in the middle have stopped, then quickly make your way up through the middle, where you can't go to the left or right.



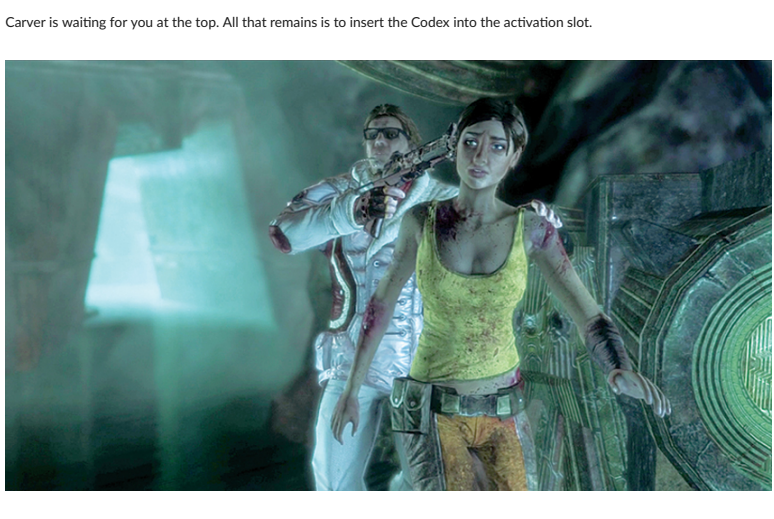
As the central line of ports begin to light up, jump to one side to avoid taking damage. Then when the ports in your lane begin to light, jump away to the side to avoid the bursts.



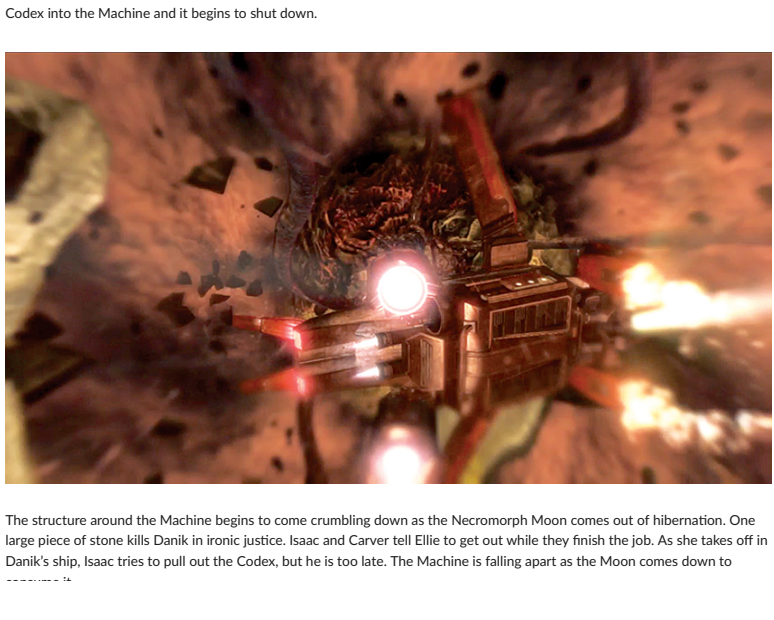
When you come to a large wheel with cogs, hit it with stasis to slow down its rotation. You have to then move through the middle lane while slipping in between the cogs to get past the wheel. At the same time, you have to watch out for the energy ports. Continue climbing until you get all the way to the top.



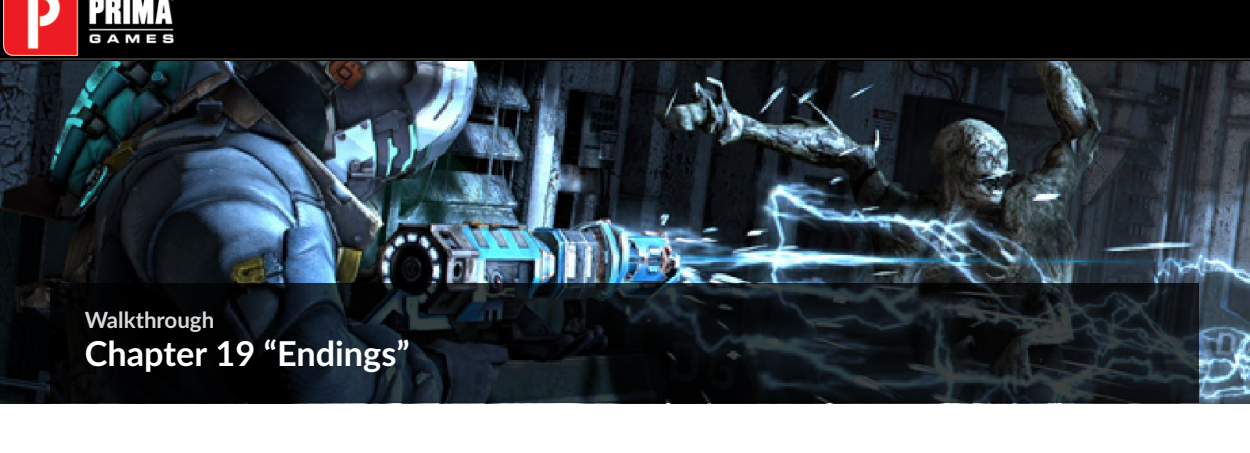
Carver is waiting for you at the top. All that remains is to insert the Codex into the activation slot.



However, as you approach the activation point, Danik walks out—he's holding a gun to Ellie's head. While you are contemplating what to do, Carver takes the Codex from you and throws it to Danik in exchange for Ellie. Danik inserts the Codex into the Machine and it begins to shut down.

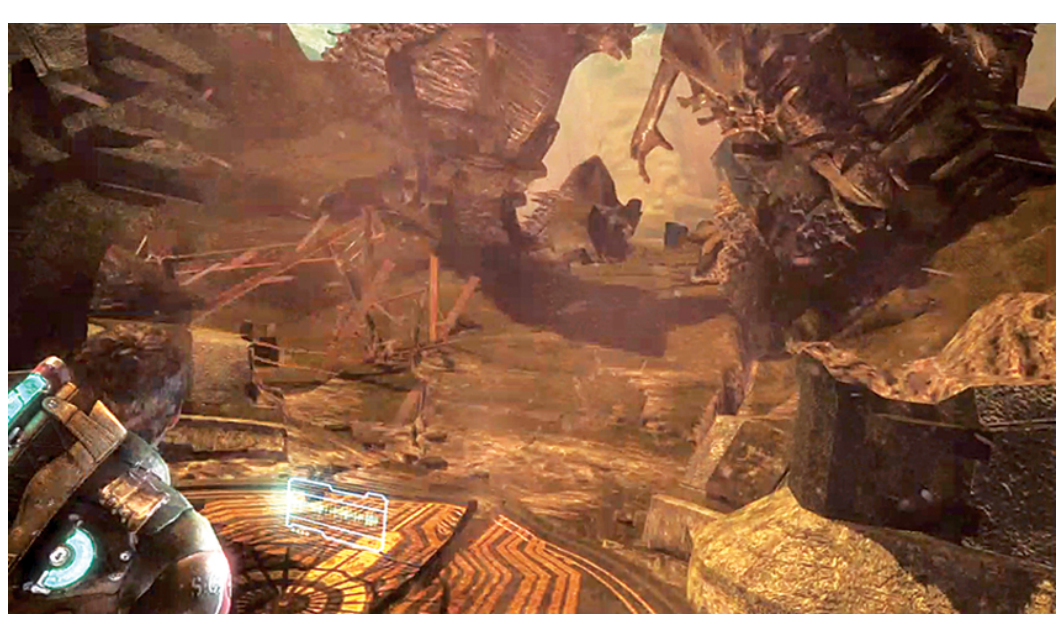


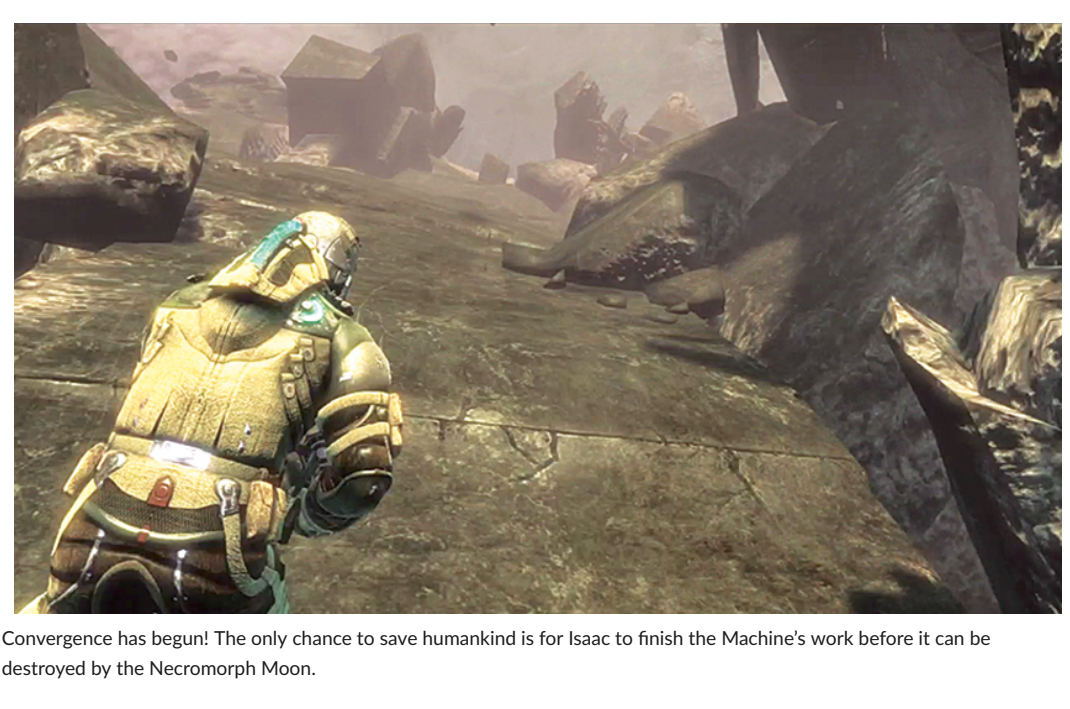
The structure around the Machine begins to come crumbling down as the Necromorph Moon comes out of hibernation. One large piece of stone kills Danik in ironic justice. Isaac and Carver tell Ellie to get out while they finish the job. As she takes off in Danik's ship, Isaac tries to pull out the Codex, but he is too late. The Machine is falling apart as the Moon comes down to



Walkthrough

Chapter 19 “Endings”





Convergence has begun! The only chance to save humankind is for Isaac to finish the Machine’s work before it can be destroyed by the Necromorph Moon.

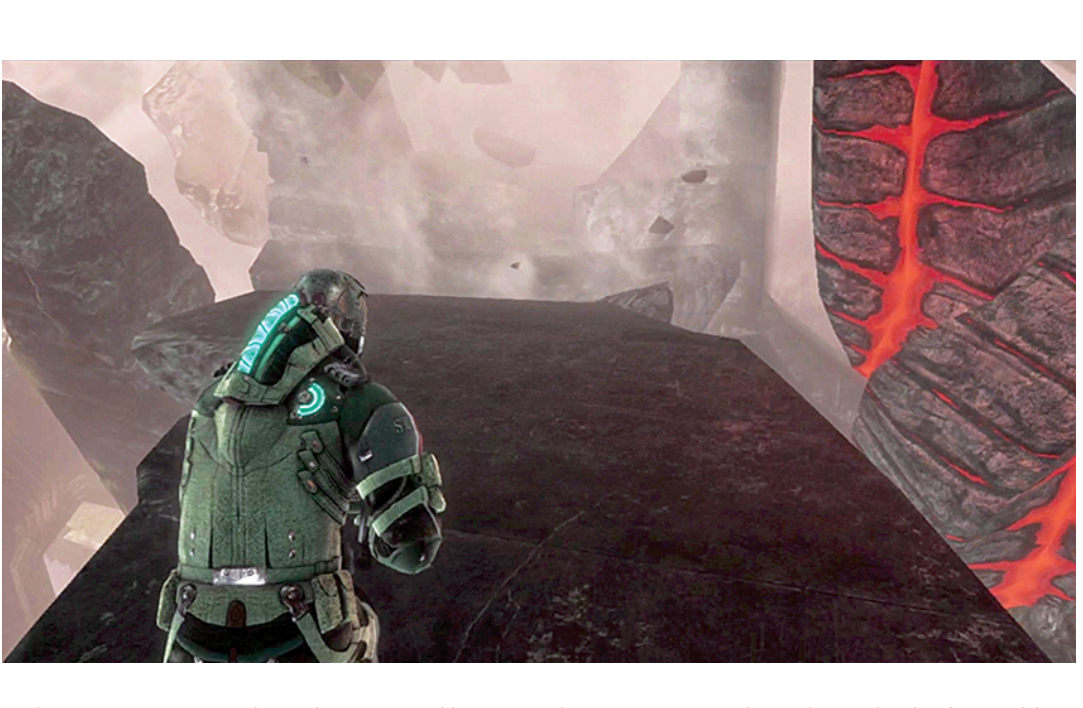
Level Stats

- Total Artifacts: 1
- Alien Artifacts: 1

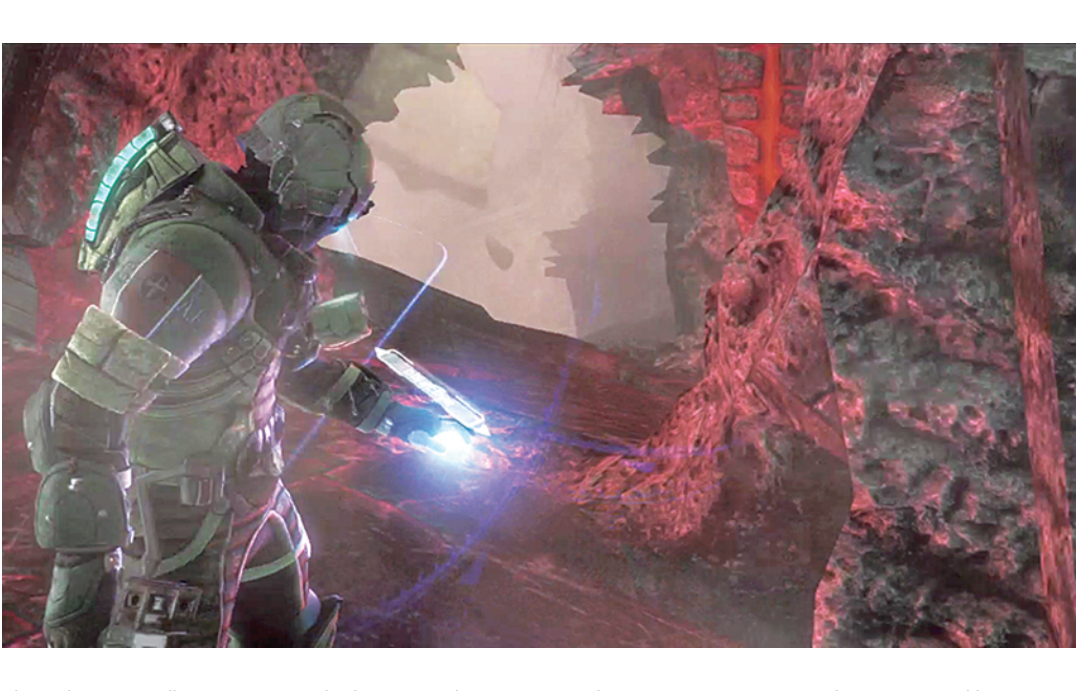
Tau Volantis Convergence Vortex

Reach the Machine

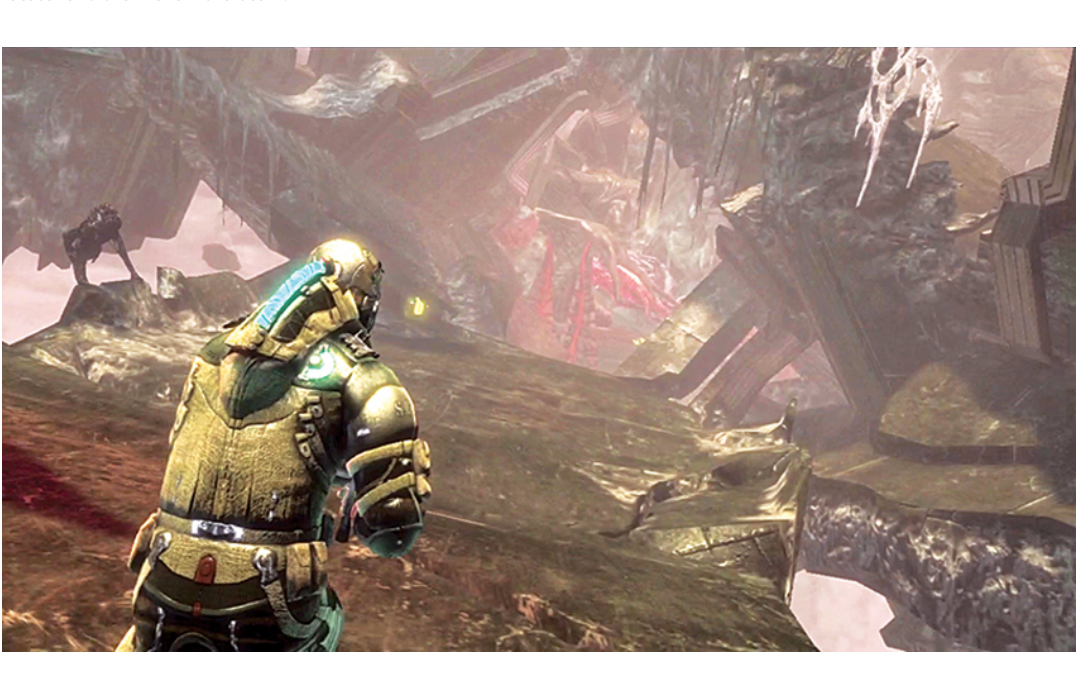
The Alien Machine isn’t the cause of the Necromorphs; it’s what’s preventing them from spreading across the galaxy! It kept Tau Volantis frozen for thousands of years, and prevented the Necromorphs from reaching Convergence. I must reactivate it!



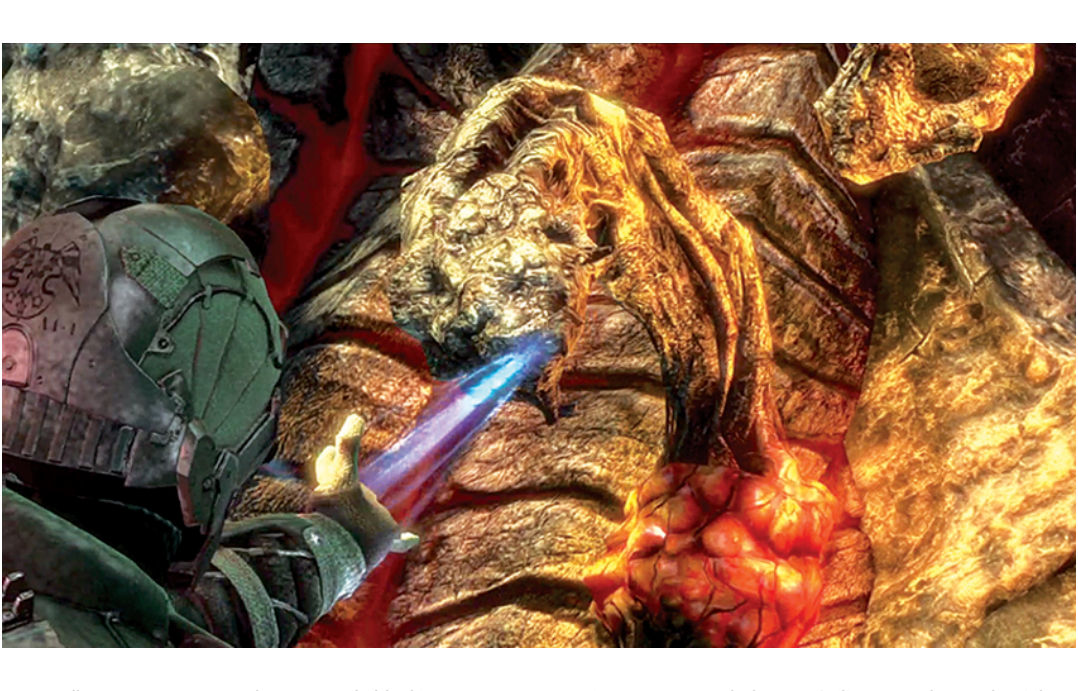
As the structure you are standing on begins to crumble away, you have to run to get to the Machine and undo what Danik has started. So get running.



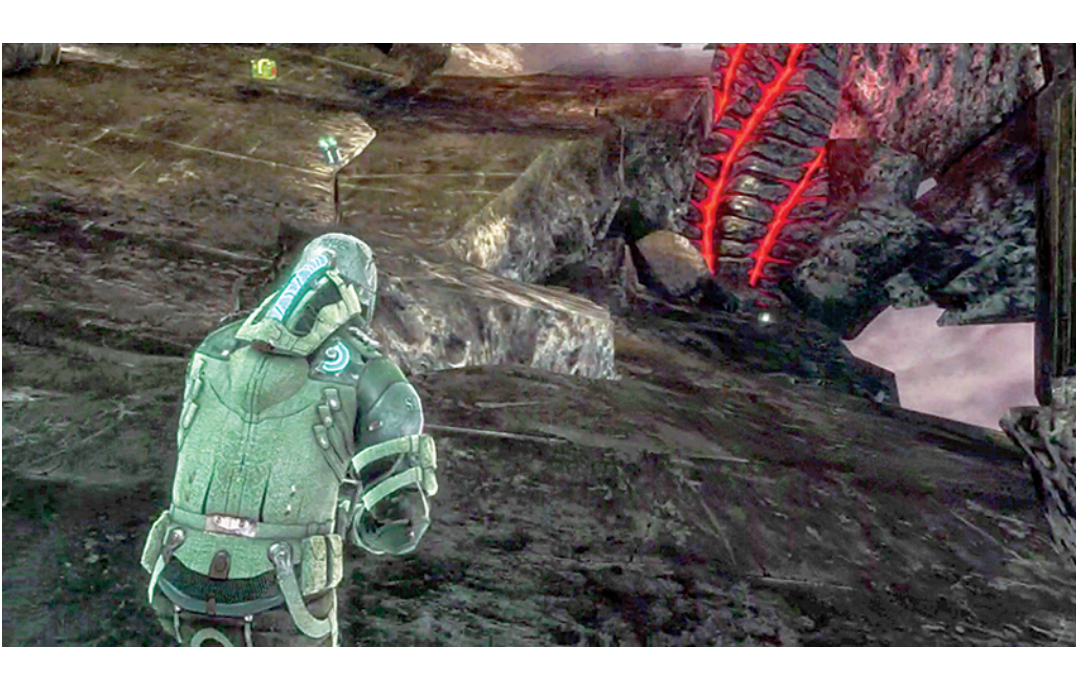
The path you are following is constantly changing as the Convergence begins. If you are not sure where to go, quickly use your locator and then follow the beam.

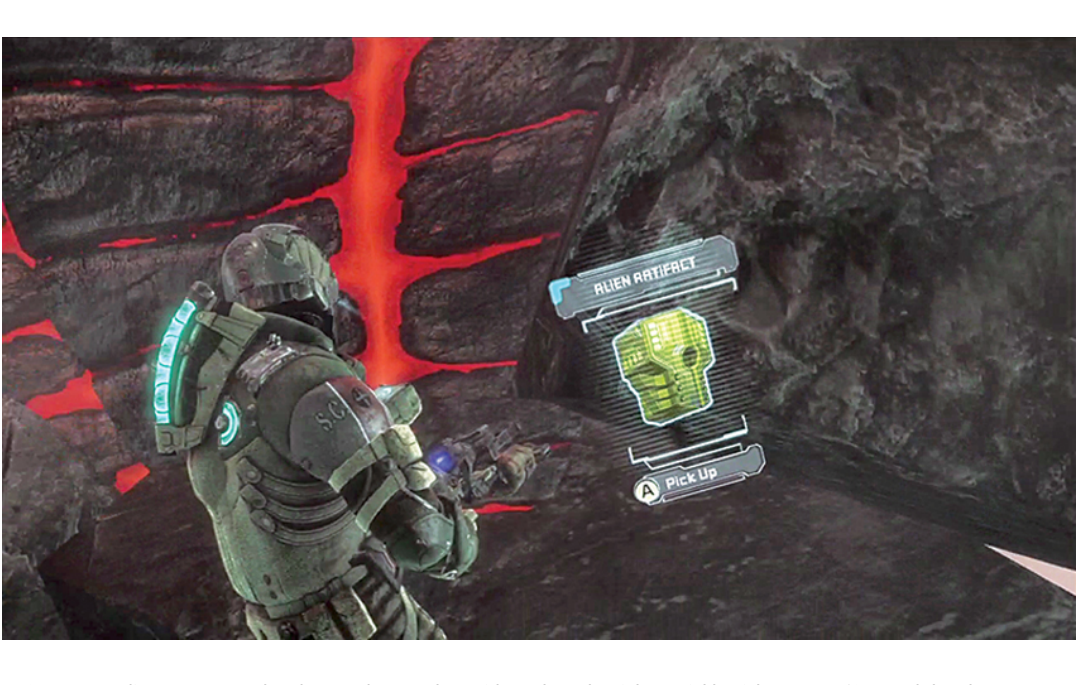


Keep moving, even if you see some Necromorphs off to the side. For now, you don’t have time to stop.



Eventually you come across a large tentacle blocking your way. To get it to move, attack the two flailing tentacles on the right side. Hit them with stasis and then fire at the orange infected tissue to severe the tentacles. After defeating both, the large tentacle in your path withdraws.





Before proceeding, turn around and move down a short side path to the right. Quickly pick up an artifact and then keep moving. If an Alien Necromorph attacks, use stasis to slow it down and then shoot off its limbs to kill it. Then keep running!

//Alien Artifact 10

Caution

Personal Journal: Dr. Earl Serrano

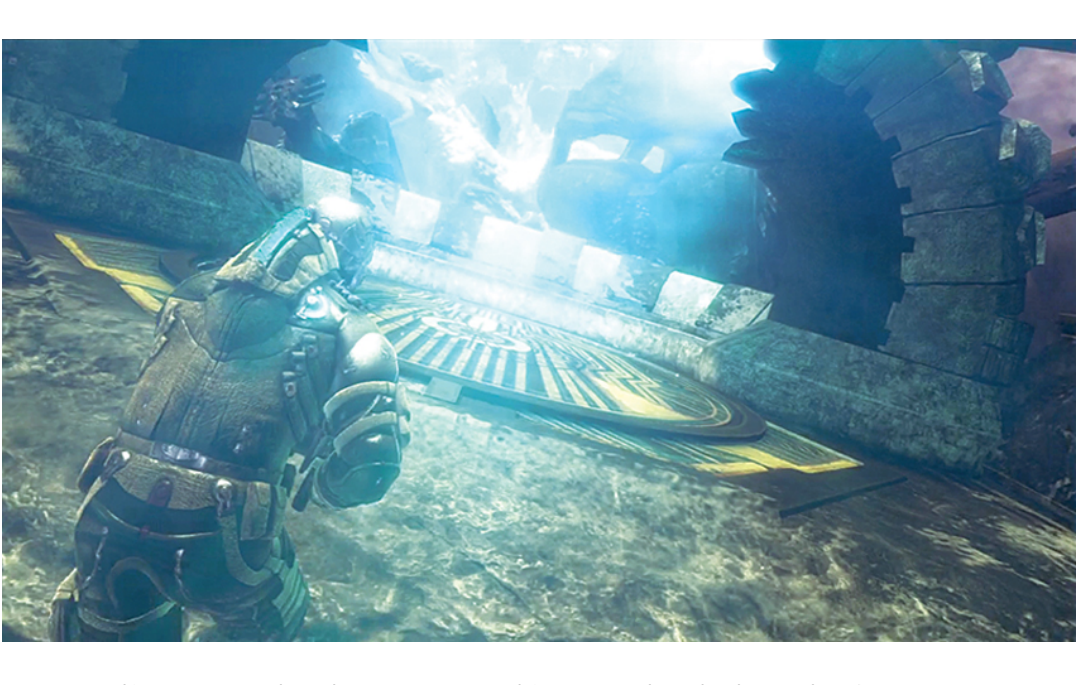
In the end, there is only one way to stop the impending apocalypse at the hands of these brethren Moons. The natives of Tau Volantis understood that for life to continue in this galaxy, their species must die.

It is only through ultimate sacrifice that we, too, will know freedom from the Marker’s signal. When Tim arrives with the Codex, I will take it to the heart of the Machine and trigger the final stage.

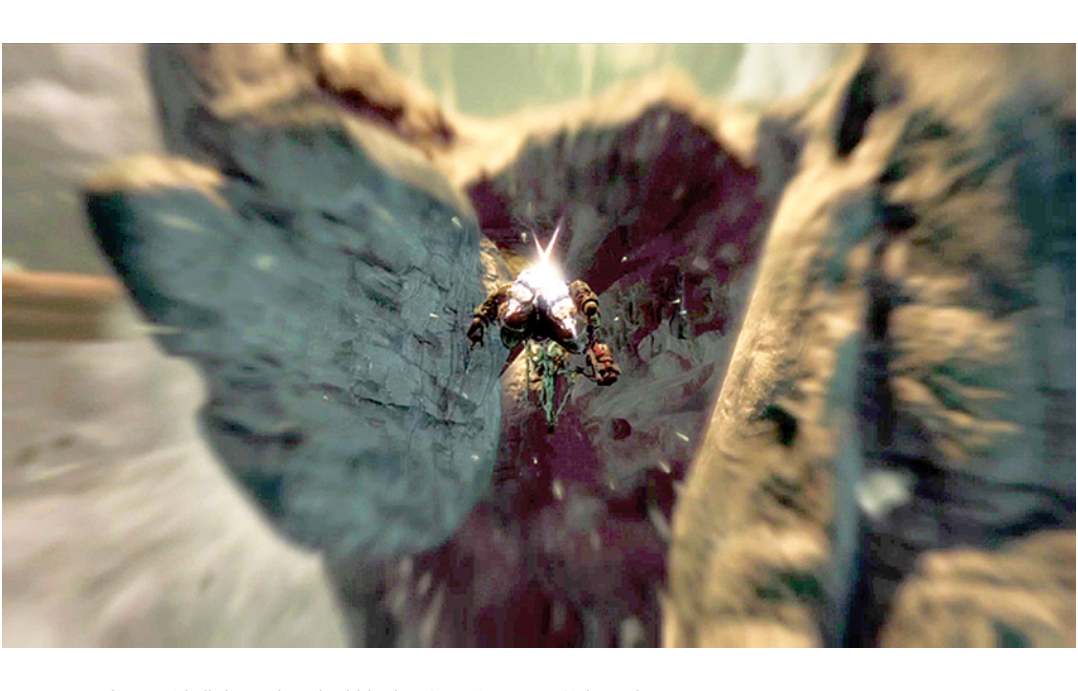
If I am successful, the Moon will be pulled down to the planet and crushed to oblivion.

I will not survive.

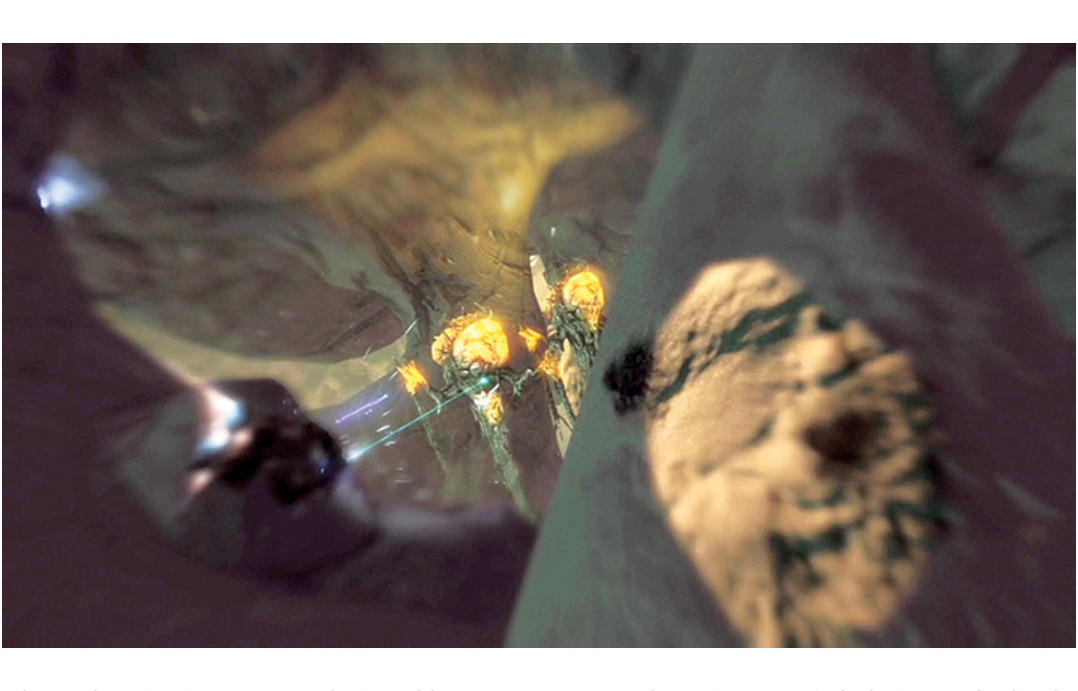
But life will go on.



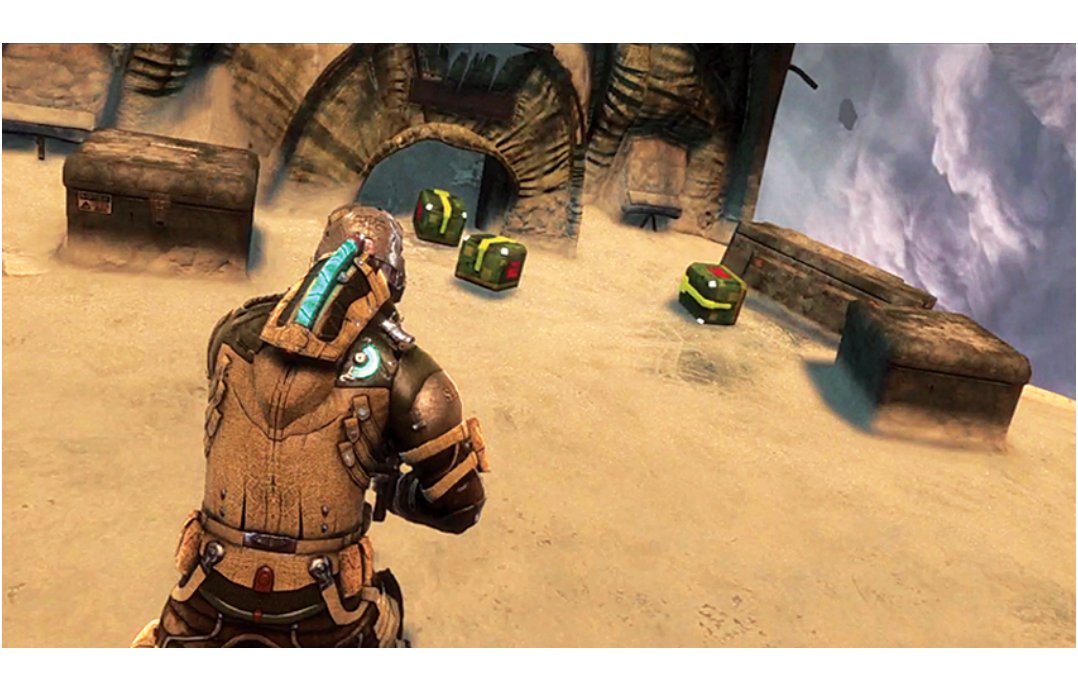
As you are making your way up the path, you come to a Conduit. Step onto the pad and get ready to fly.

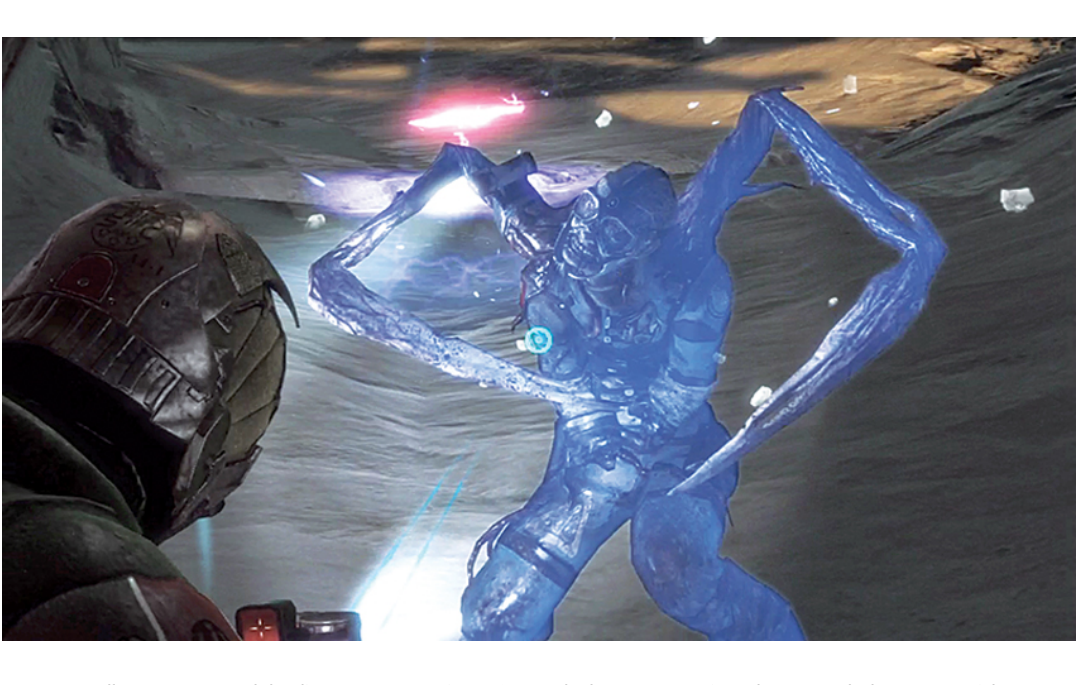


Move around to avoid all the rock and rubble that floats into your flight path.

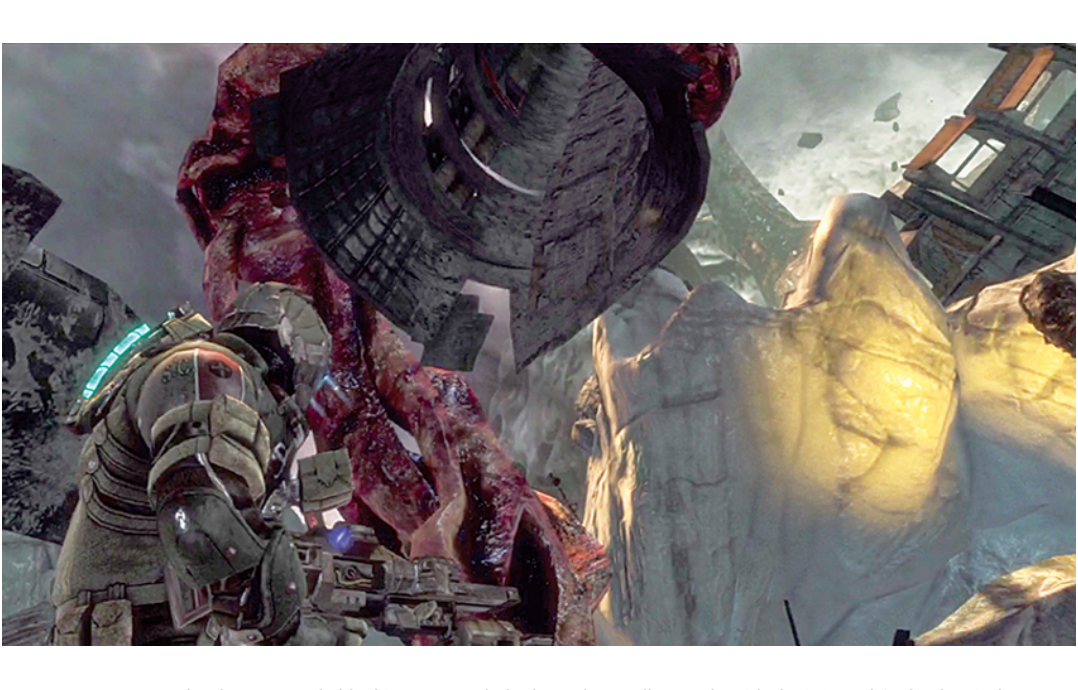


When Medusas float in front of you, take aim and fire. You aim your weapon by moving your entire body since you fire directly ahead. Shoot the large orange sacs to defeat these Necromorphs.

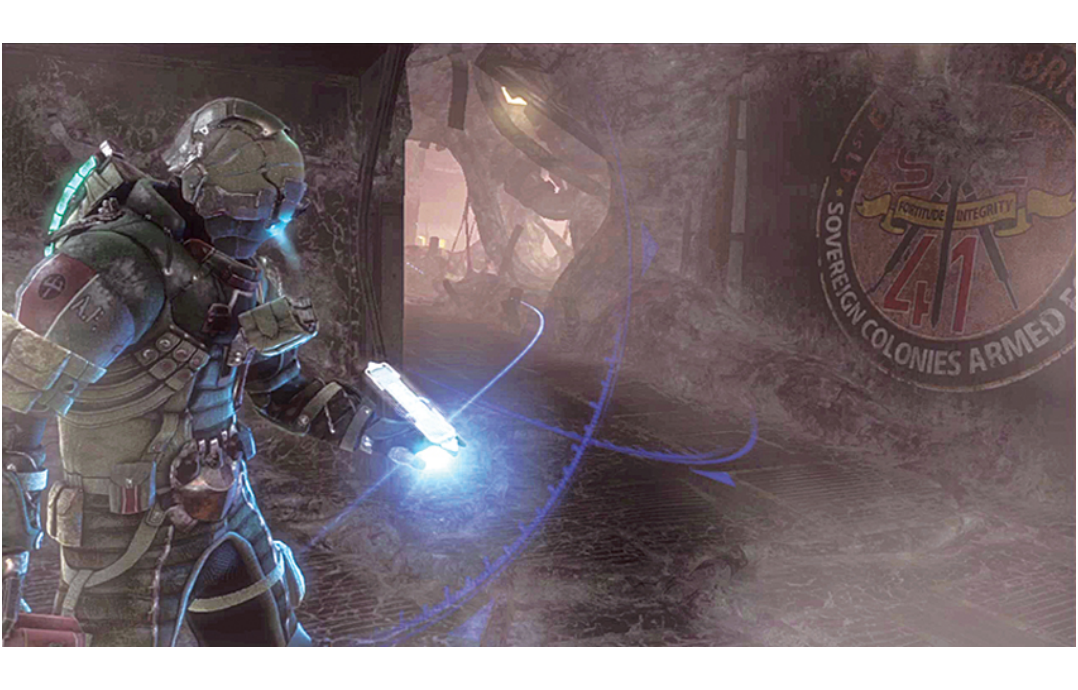




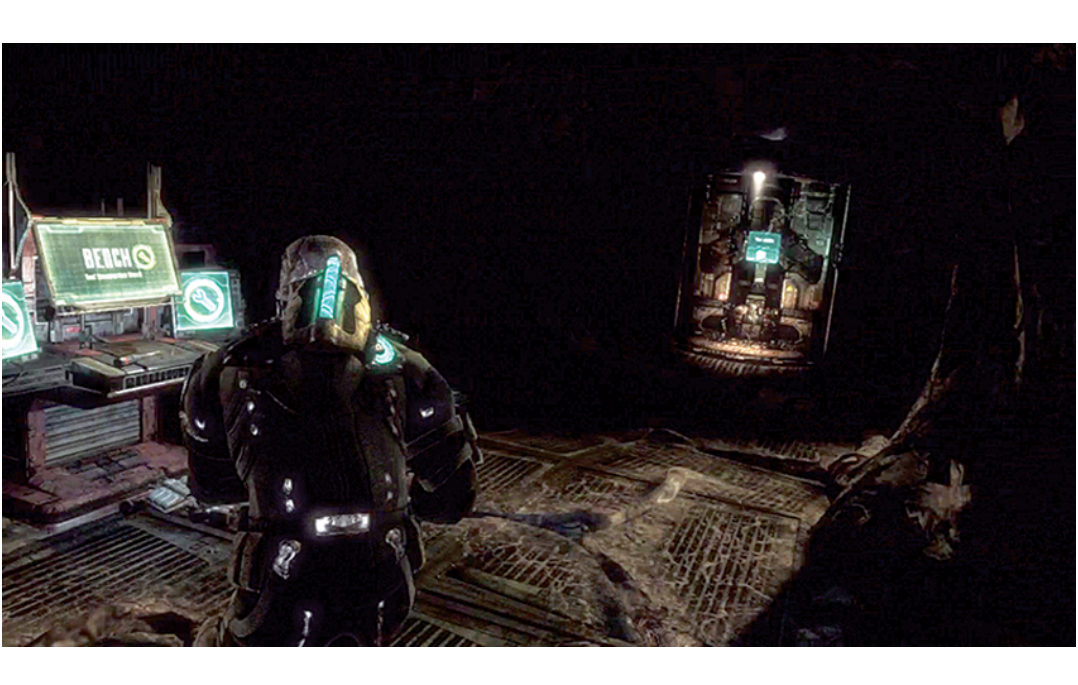
You eventually come to a crash landing on a snowy piece of ground. There are containers here. Smash them to get pick-ups that you will need later. As you advance along the snowy path, Twitchers attack. You can’t outrun these Necromorphs, so stand and fight. Hit them with stasis and then open fire.

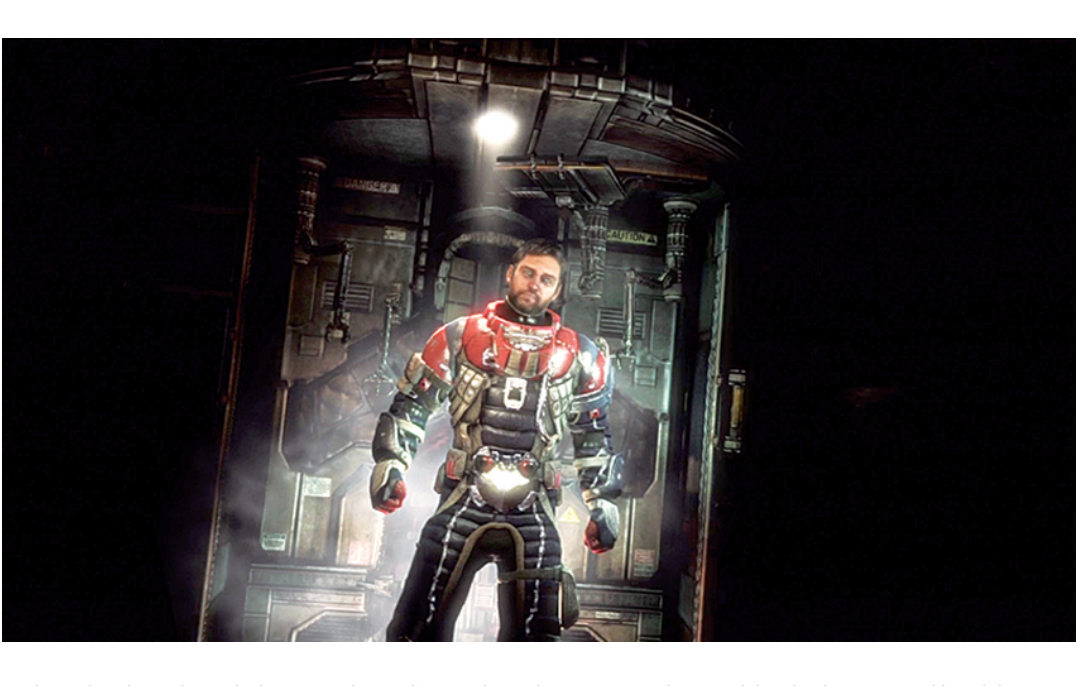


You come across another large tentacle blocking your path; look for the small tentacle with the infected flesh. Slow it down with stasis and then attack the infected spot. When it is defeated, the larger tentacle moves away and you can go on.



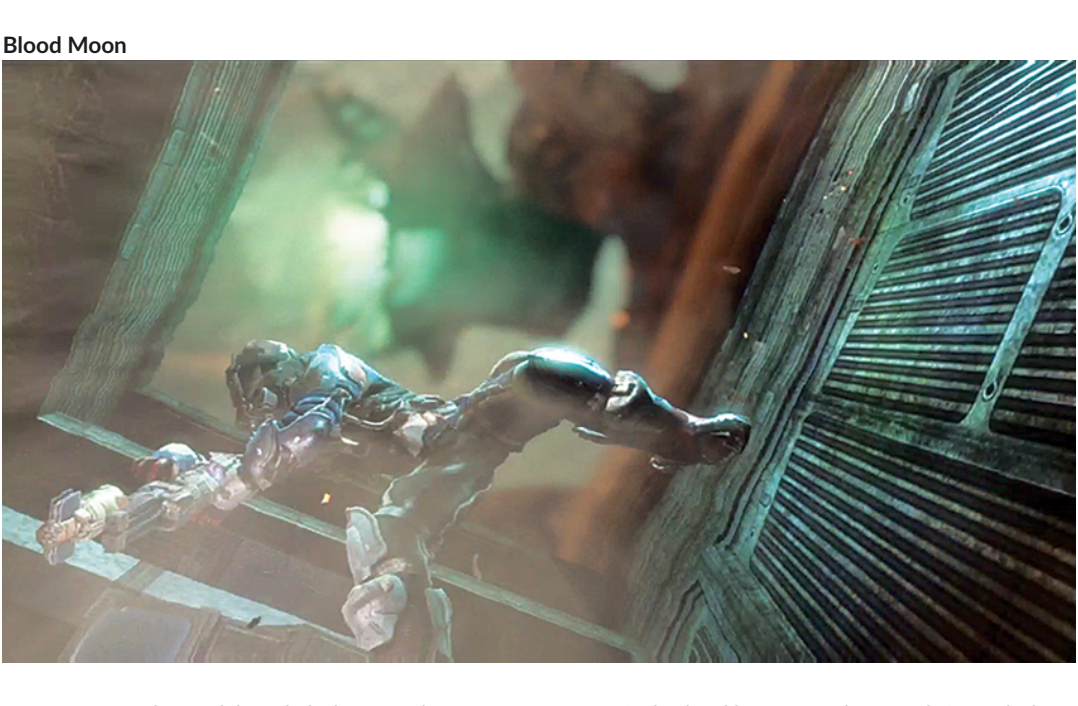
Make your way uphill along the path. Use the locator frequently to ensure you don’t make a wrong turn and end up in a dead end. Bypass most of the Necromorphs that pop up from the snow. If you stop to engage them, more arrive to fight you. Your best defense is to run away when you can. If necessary, hit them with stasis, then get moving.



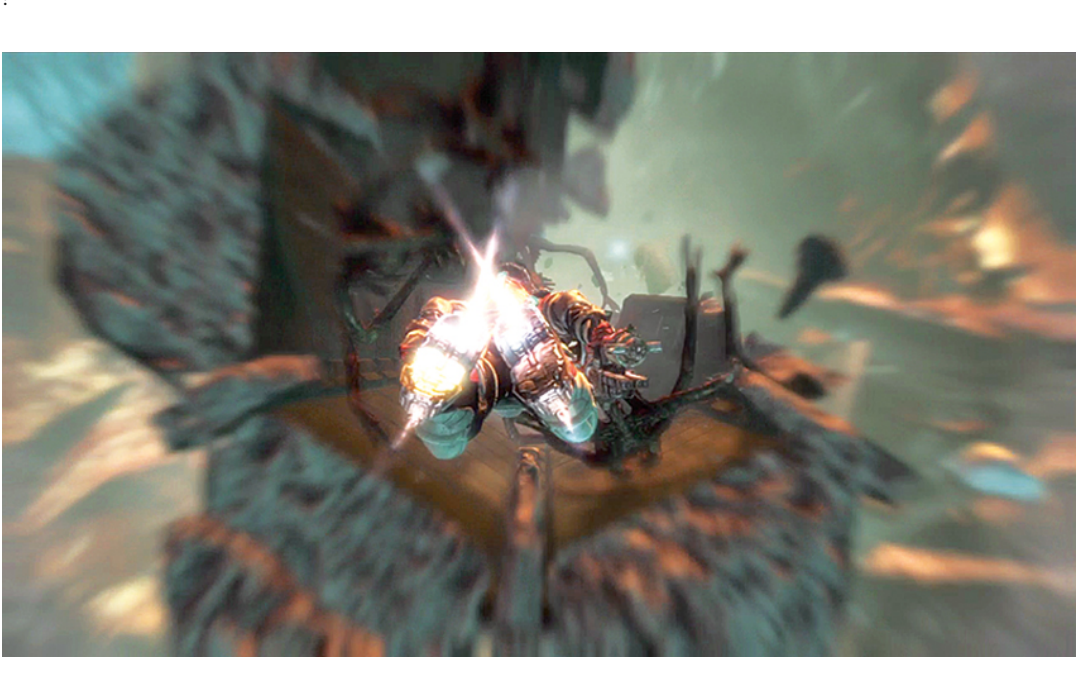


At the end of the trail, you find a S.C.A.F. base. This is a place where you can take a quick break. There is a workbench here as well as a suit kiosk. If necessary, craft ammo or med packs at the bench. Mmake sure you have some good weapons for the fight ahead, including some with close-range and melee capabilities. Also, use the kiosk to get the new elite suit, which is now unlocked.

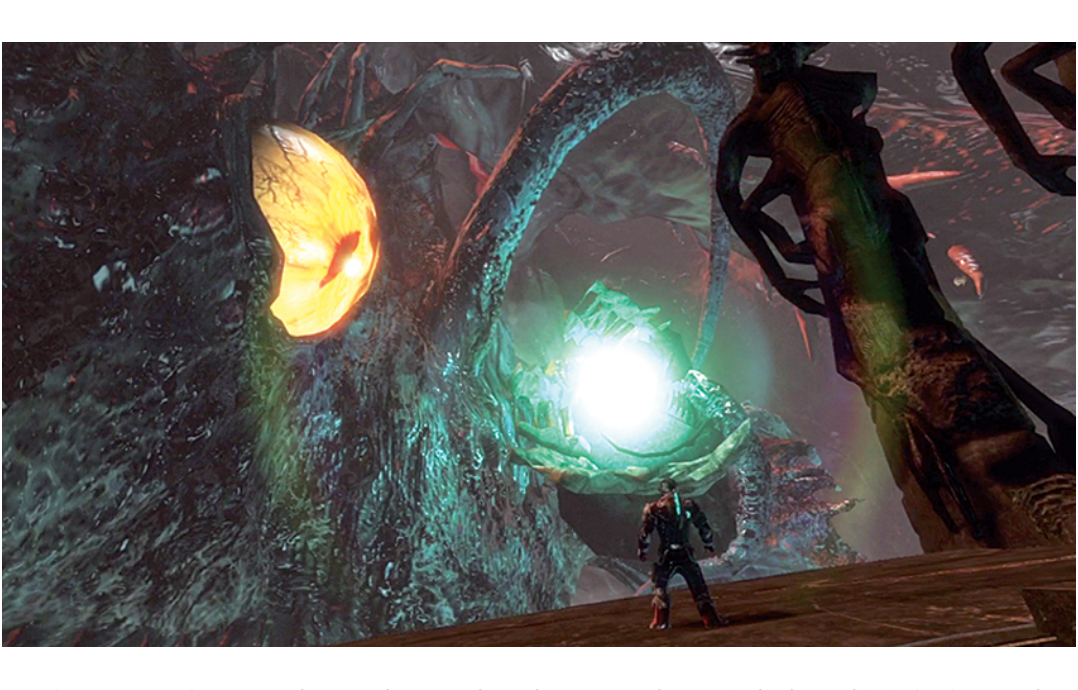
Blood Moon



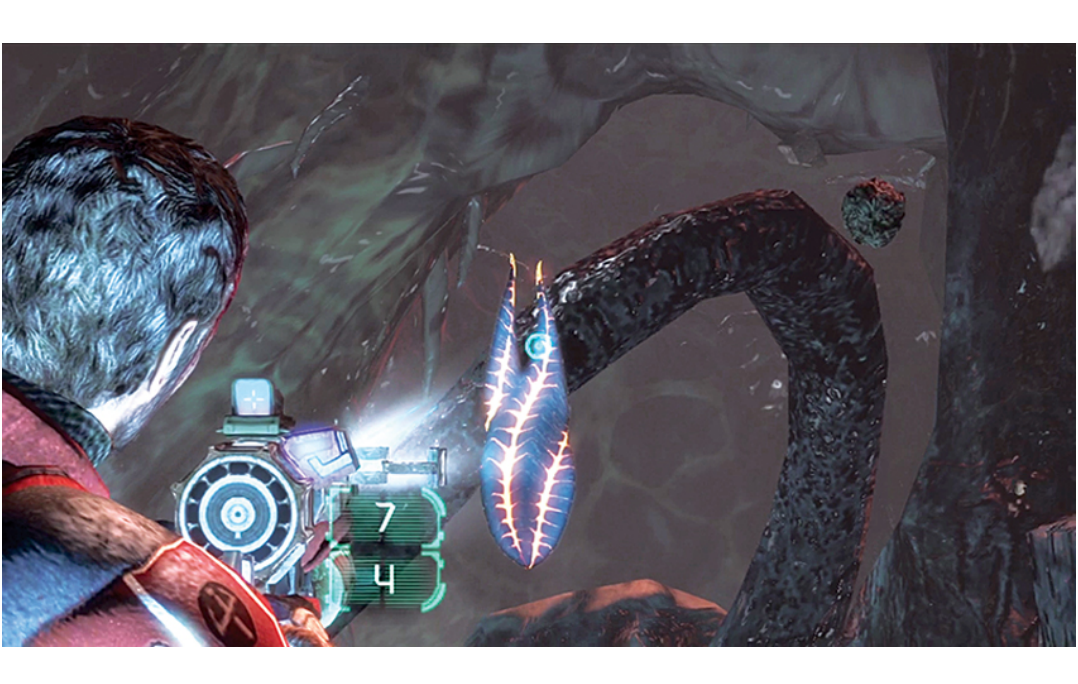
Once you are ready, travel through the base to a door. As you try to open it, the door blows outward. You are being sucked out !

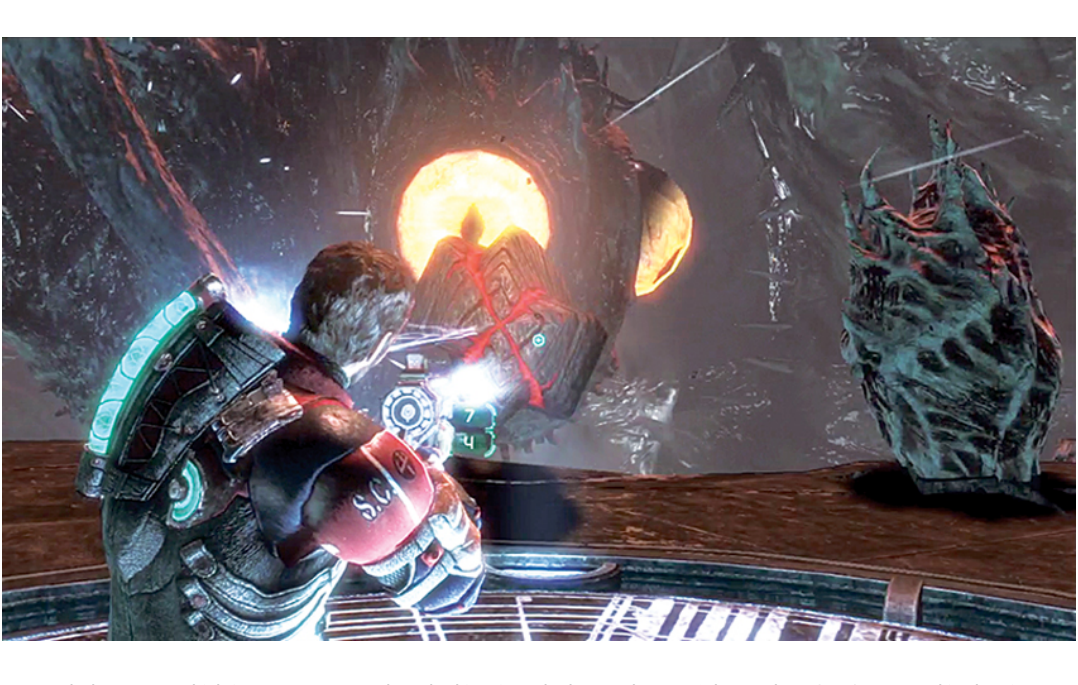


You automatically hit your boosters as you are pulled into a zero-gravity environment. Dodge objects. Some can’t be dodged. Instead, you have to fly through the openings in them so that you don’t take any damage.

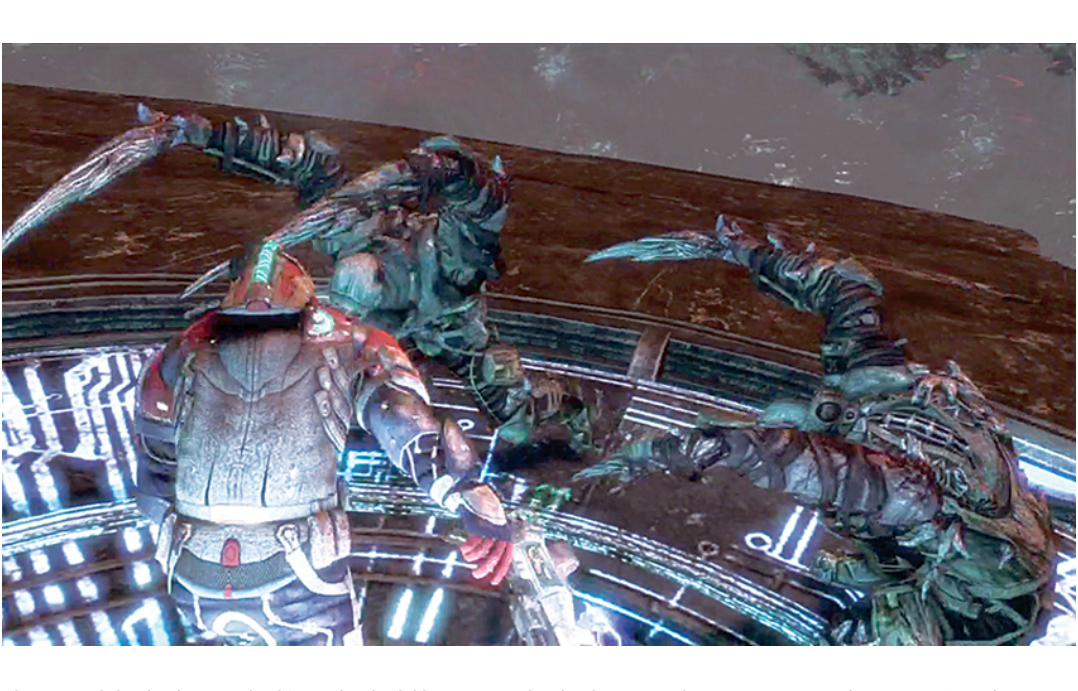


After flying for some time, you crash onto a platform and face the Necromorph Moon itself. The Machine is floating around this area. Here is your chance to defeat the Moon.





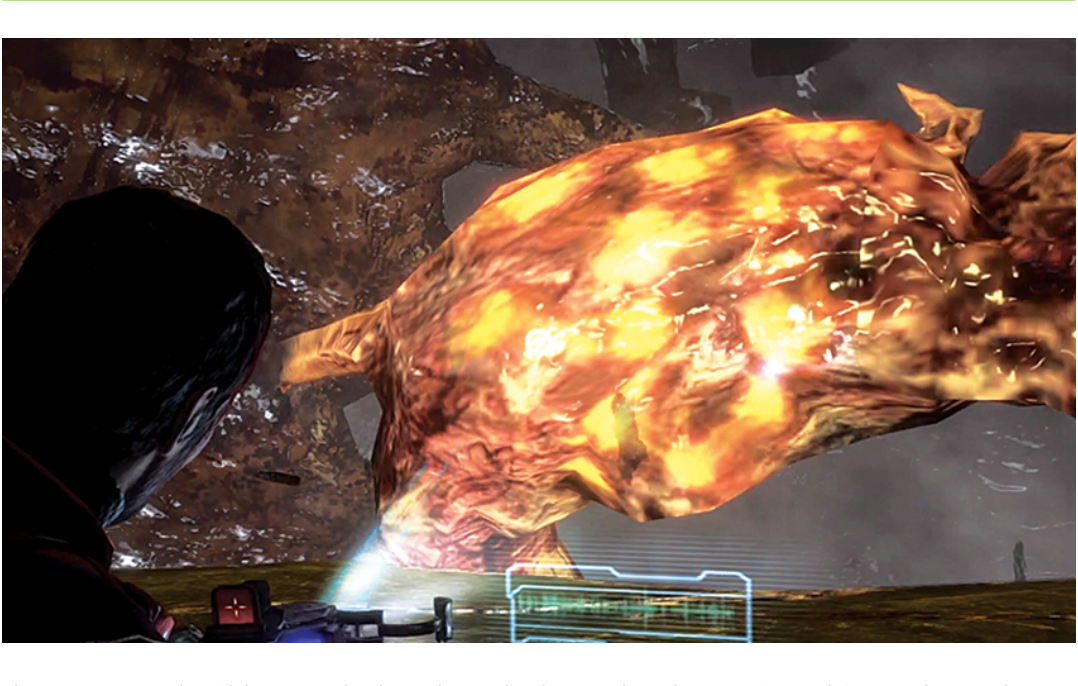
To attack the Moon, which is enormous, stand on the kinesis pad. Then grab one of the Markers floating around in the air. Now launch the Marker right into one of the large yellow eyes of the Moon.



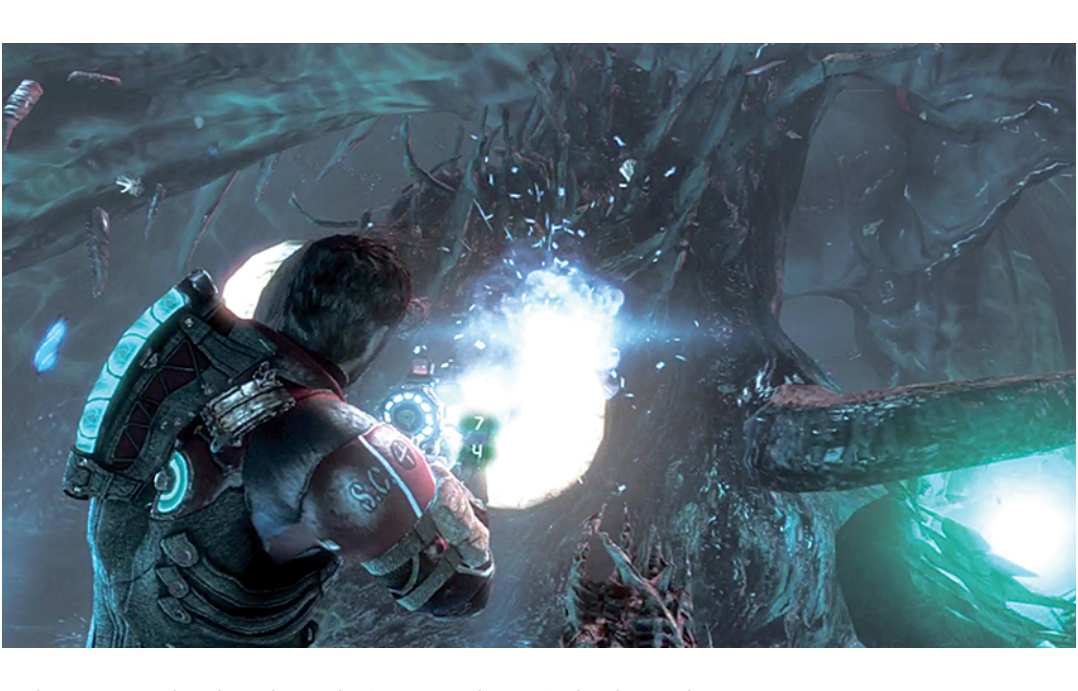
The Moon fights back. It sends objects that look like cocoons that land on your platform. Necromorphs emerge from these cocoons. Try to defeat them before they get in close. However, since the platform is not very large, be ready for melee attacks against these threats.

ISAAC’S LOG

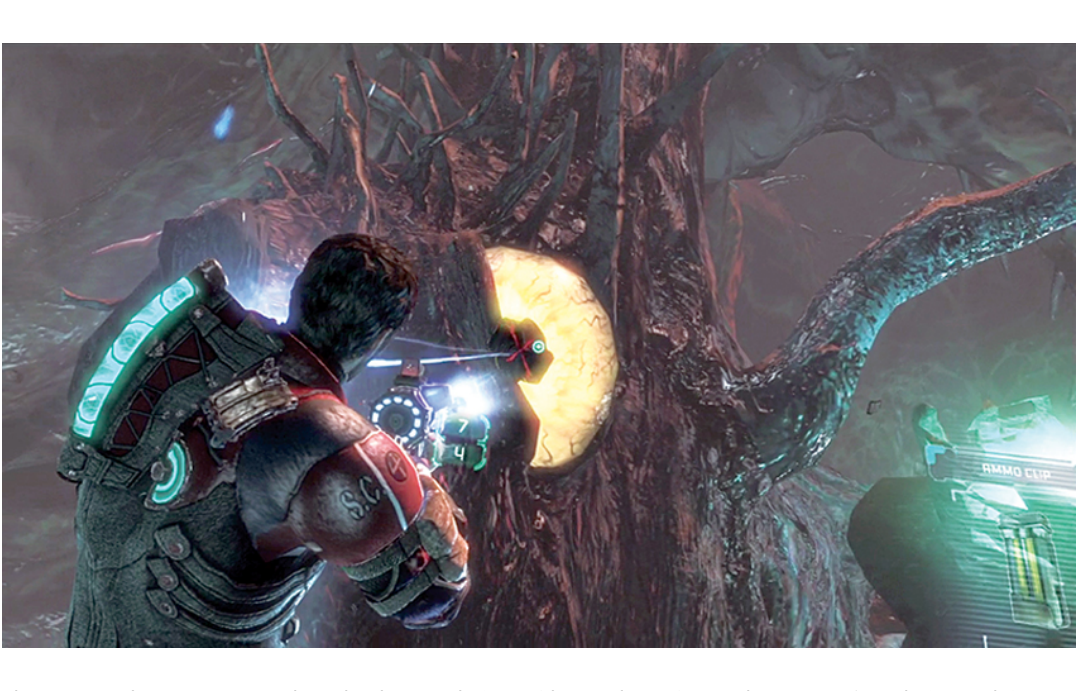
The Moon’s central core with the huge eyes rotated around. Therefore, after I destroyed the first eye, I had to wait until another came around. Meanwhile I battled Necromorphs. Since I was standing on a kinesis pad, I used my kinesis to rip off parts of these creatures and launch them back at the Necromorphs. This was effective and helped me save ammo.



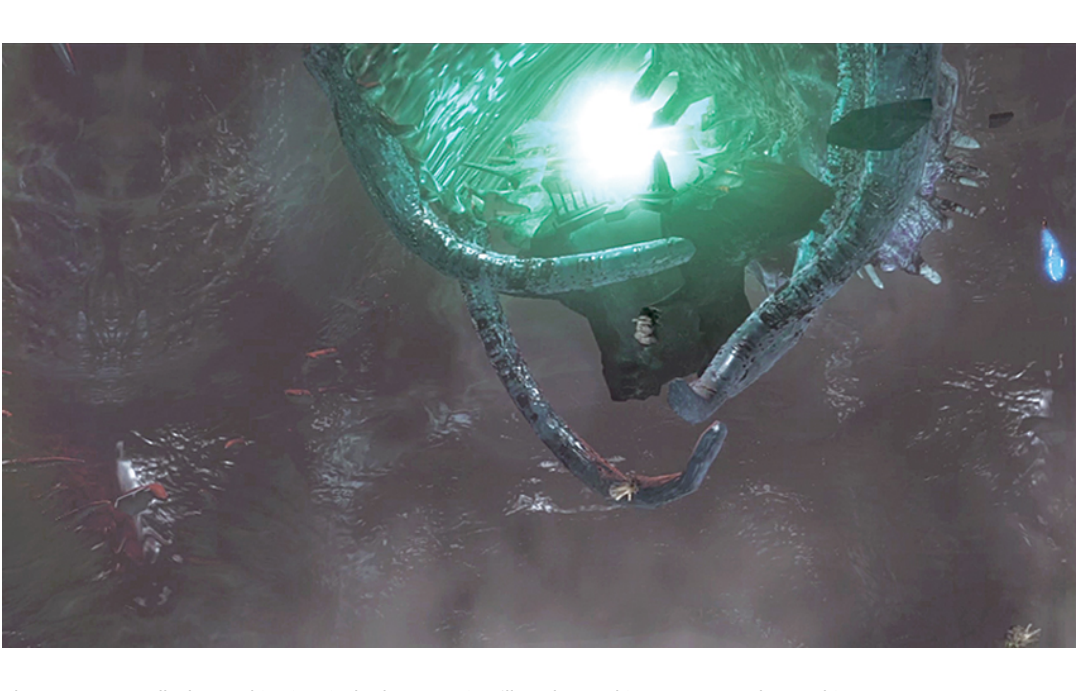
The Moon next attacks with large tentacles that grab onto the platform. Shoot the orange infected tissue on the tentacles to sever them and get them to release your platform.



As the core rotates, launch another Marker into a second eye to further damage the Moon.



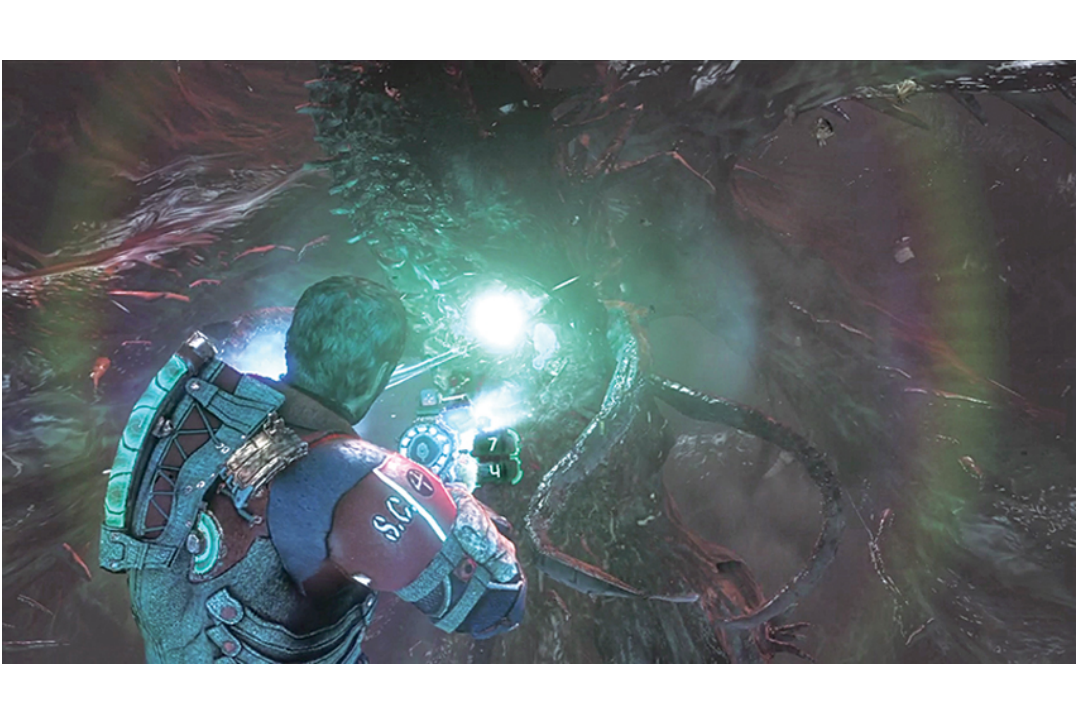
The Moon sends more Necromorphs and grabs your platform with tentacles again. Use the same tactics as before to defeat them. Then when the third eye comes around, send a Marker flying right into it.

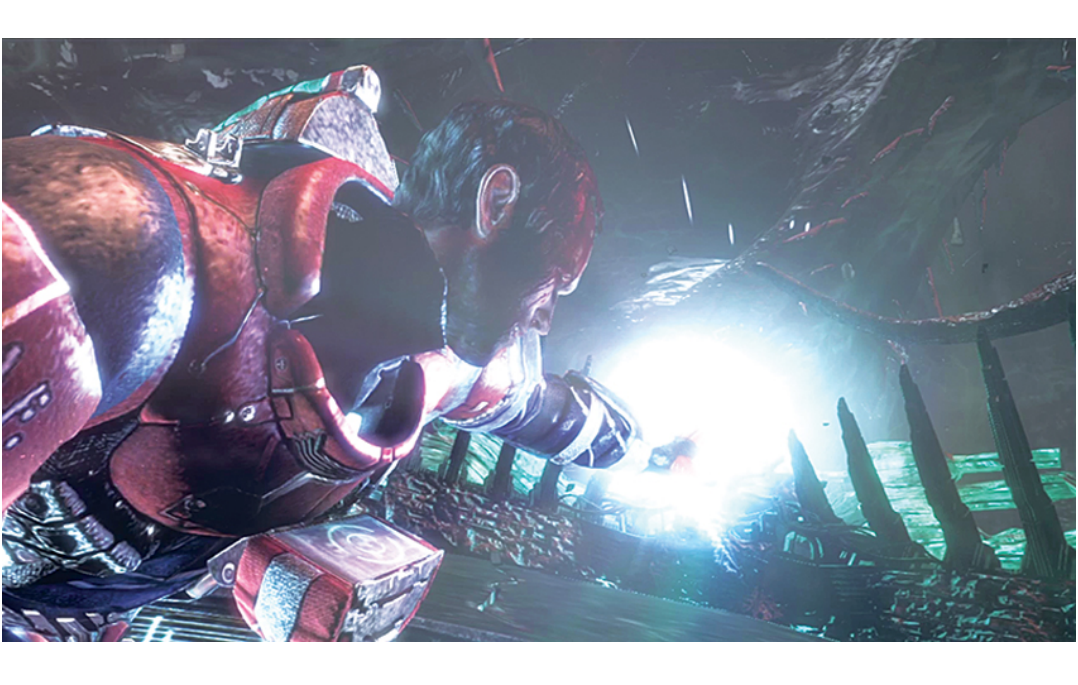


The Moon now pulls the Machine into its body. Carver is still on the Machine, so you need to get him out.

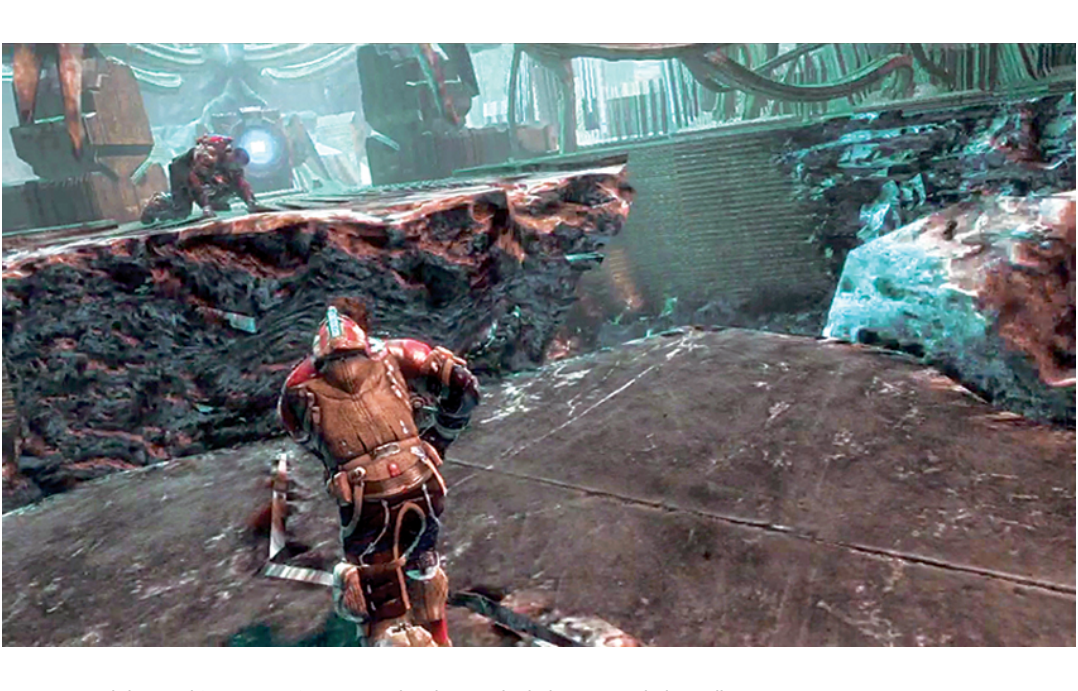
Grab the Machine

Activating the Machine is my only chance of stopping Convergence! My kinesis unit should be strong enough to pull it here.

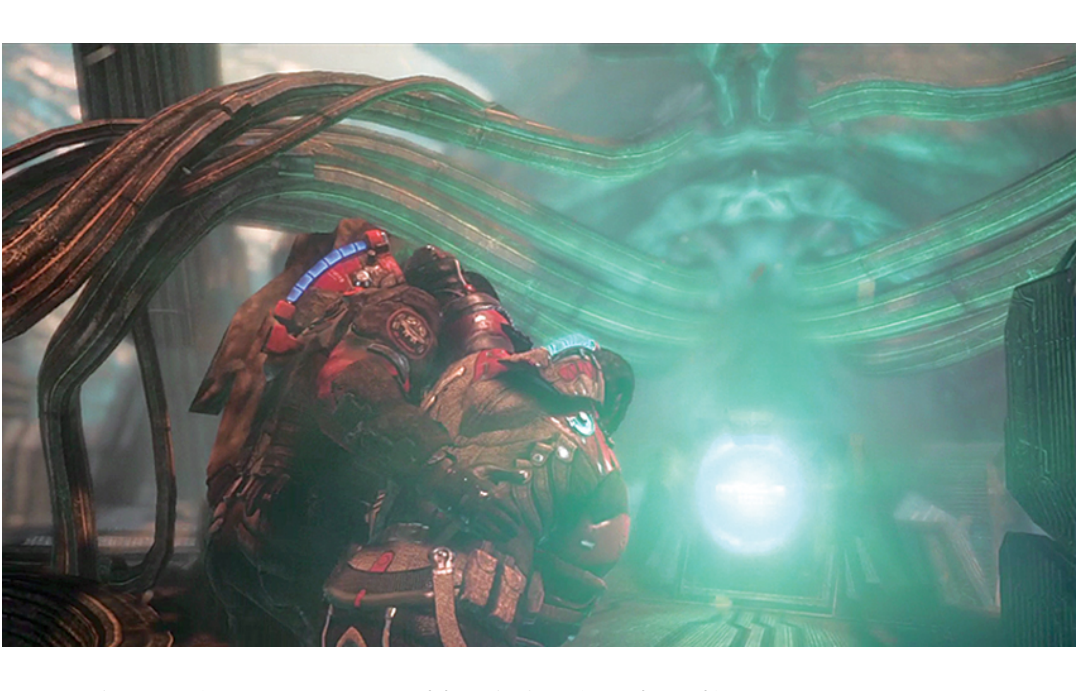




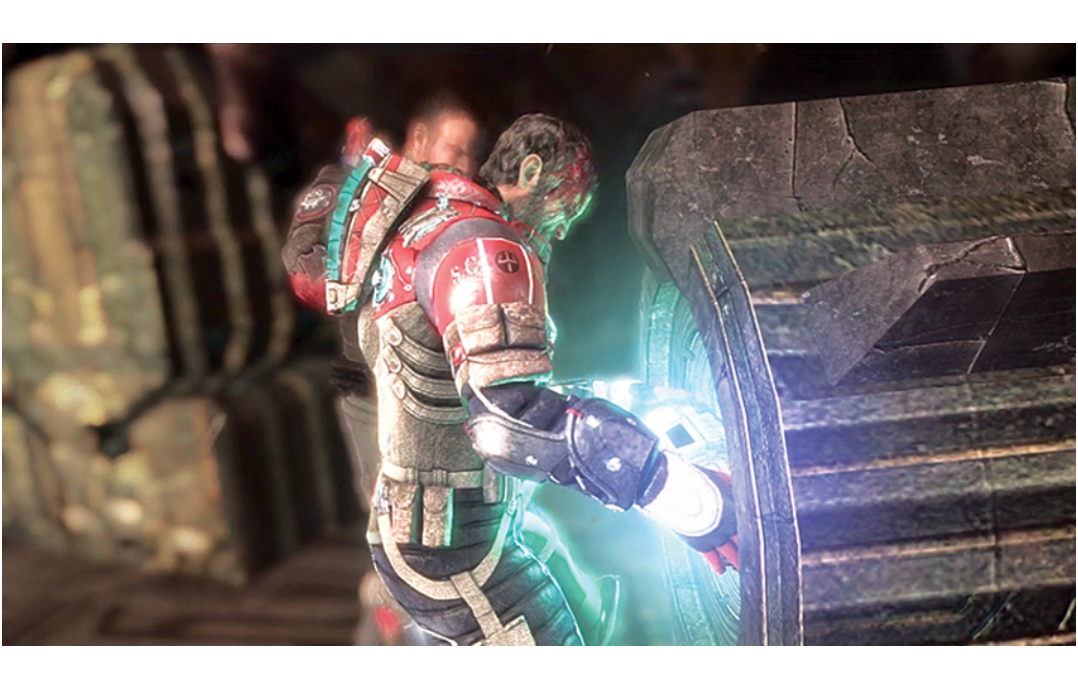
Aim at the Moon’s belly and use your kinesis module, while standing on the pad, to pull the Machine out of the Moon. Keep pulling and you eventually bring the Machine right to your platform.



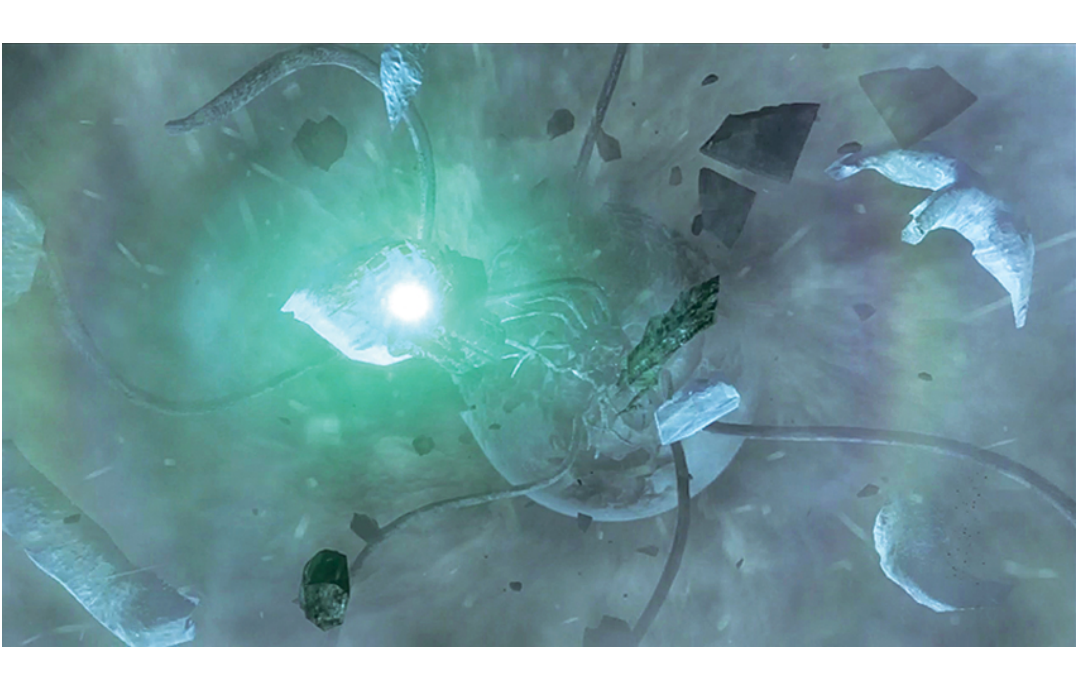
Move toward the Machine. As you jump up and grab onto the ledge, Carver helps pull you up.



Carver continues to assist you as you move toward the activation point on the Machine.

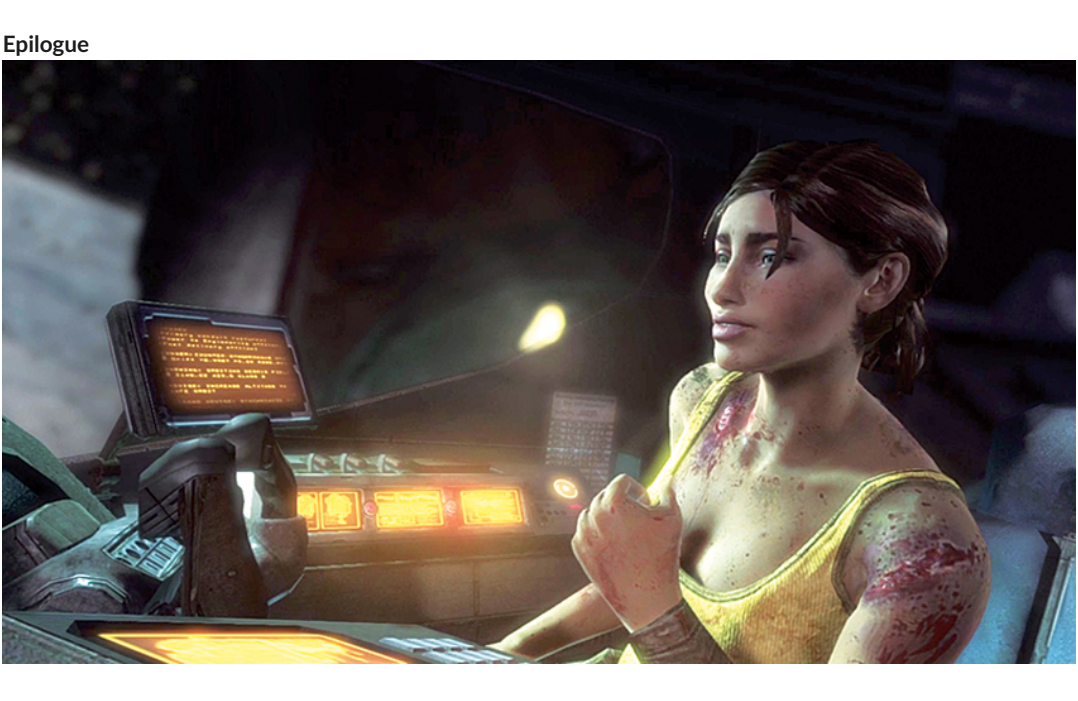


When Isaac reaches the Codex, he activates the Machine. The resulting blast throws both Isaac and Carver off the Machine platform and out into space.



Now that it is activated, the Machine causes the Necromorph Moon to come crashing into Tau Volantis. It is destroyed.

Epilogue



Ellie flies her newly acquired ship through the debris in search of Isaac and Carver. However, no one is responding to her calls. With tears in her eyes, she activates the ship’s shockpoint engines and leaves the system.

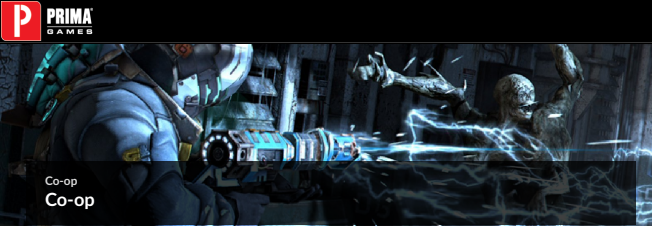
After Ellie has gone, a radio signal calls out for her. Isaac is still alive.

Shoot for the Moon

Defeat the Moon to earn this award.

Get On My Level

Earn this award by completing the game on any difficulty level.



Co-op

Co-op

Once of the great features of Dead Space 3 is the ability to play the entire campaign cooperatively. While one player is Isaac Clarke, the other takes the role of John Carver. Most of the campaign is very similar to the single-player campaign. However, there are times when you need both players. For example, when you have to use an electrical engineering interface puzzle, each player moves one of the cursors rather than one person doing it all by themselves. Also, to open supply chests, both players have to activate one of the two consoles.

While starting a co-op campaign, you can choose to be able to revive your partner. This means that death is not the end. If your partner can get to you without dying, he can revive you and get you back into the fight.

ISAAC'S LOG

While I had worked together with other people before, John Carver and I seemed to click. The key was good communication. When we got into a fight, we covered each other's backs and flanks to prevent Necromorphs from sneaking up on one of us. We also found it a good idea to carry different weapons. This gave us the ability to wield as a team twice as many different types of weapons than one person could wield alone.

The co-op campaign also offers three optional quests that are only available if you have two players in the game. These offer some great collectibles that you can't get anywhere else, as well as logs that help reveal more of the story. Plus, there are several achievements/trophies that can only be earned while in the co-op campaign.

From the Jaws

Save your co-op partner from an execution by killing the attacker to earn this award.

Share and Share Alike

Collect this award by using the RIG to give an item to your co-op partner.

Medic!

Revive your co-op partner ten times and claim this award.

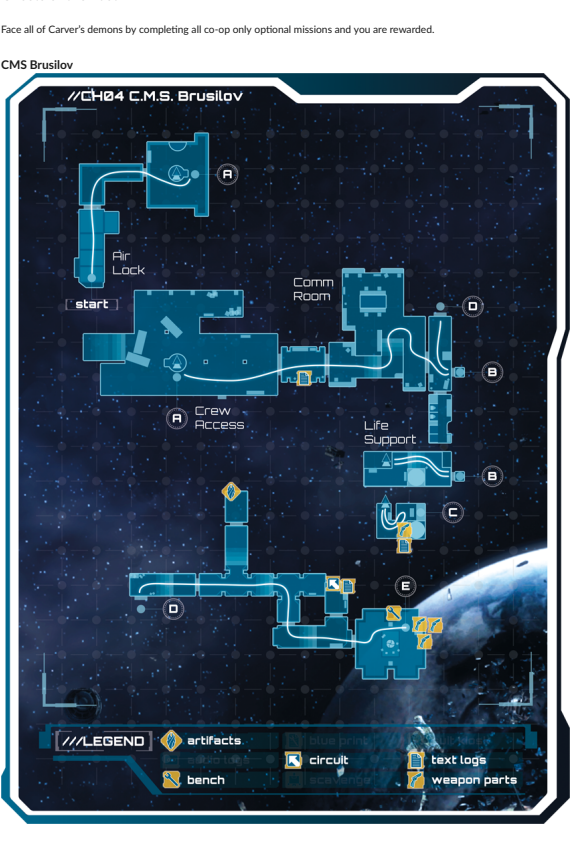
Architect

Earn this award by sharing a blueprint with your co-op partner.

Ghosts of the Past

Face all of Carver's demons by completing all co-op only optional missions and you are rewarded.

CMS Brusilov

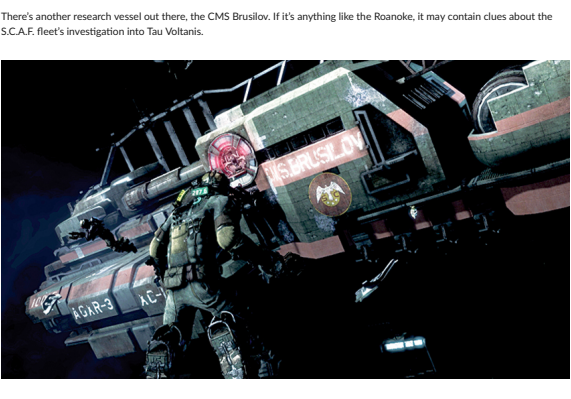


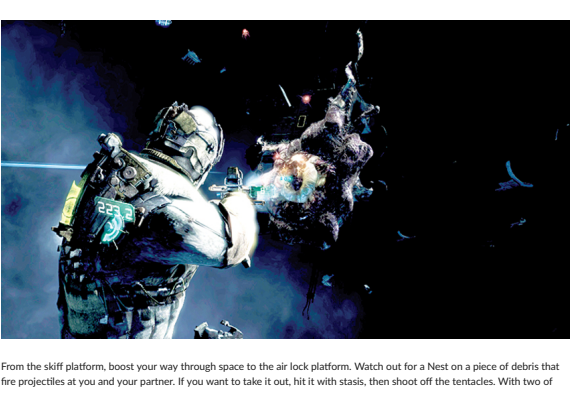
Click here for interactive maps

While you are in orbit over Tau Volantis, one of the locations you can visit using the skiff is the Brusilov. This is another spaceship in the derelict fleet. To board it, you must have two players in a co-op campaign. It can be accessed while you are in Chapter 4.

Explore the Brusilov

There's another research vessel out there, the CMS Brusilov. If it's anything like the Roanoke, it may contain clues about the S.C.A.F. fleet's investigation into Tau Volantis.

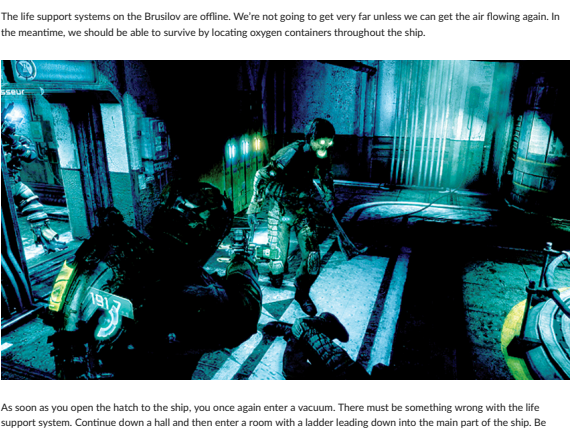




From the skiff platform, boost your way through space to the air lock platform. Watch out for a Nest on a piece of debris that fire projectiles at you and your partner. If you want to take it out, hit it with stasis, then shoot off the tentacles. With two of you attacking, you can make short work of this Necromorph. When you are ready to continue, land on the air lock platform and then open the hatch to enter. Wait for the room to pressurize, then open the other hatch to enter the ship.

Restore Oxygen to the Ship

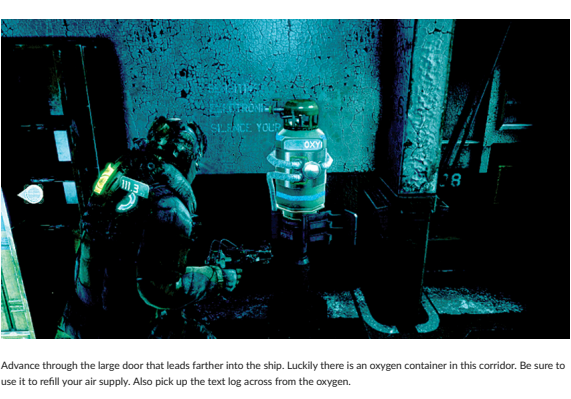
The life support systems on the Brusilov are offline. We're not going to get very far unless we can get the air flowing again. In the meantime, we should be able to survive by locating oxygen containers throughout the ship.



As soon as you open the hatch to the ship, you once again enter a vacuum. There must be something wrong with the life support system. Continue down a hall and then enter a room with a ladder leading down into the main part of the ship. Be ready for Wasters to attack you. Once they are defeated, climb down the ladder to the main deck of the ship. More Necromorphs attack.

ISAAC'S LOG

While I was making my way to the life-support system on the ship, Necromorphs kept attacking. I had to remember I had a limited amount of air and not spend a lot of time fighting. Luckily I had Carver there to help out.



Advance through the large door that leads farther into the ship. Luckily there is an oxygen container in this corridor. Be sure to use it to refill your air supply. Also pick up the text log across from the oxygen.

//Text Log: "Death at First Light"

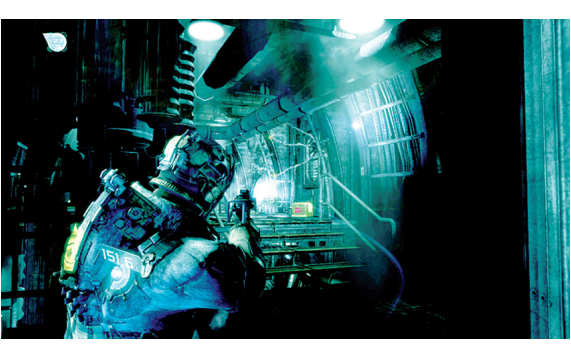
OFFICIAL ORDERS: SCAF-ISC-31294 CMS-BRUSILOV.

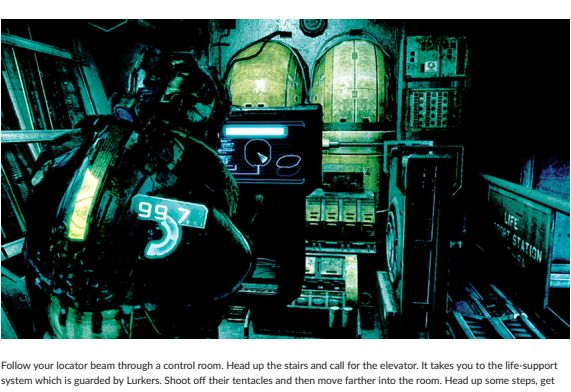
FROM: Capt J. Suzuki
TO: CMS Brusilov Command Staff
SCENARIO FIVE CLEANUP WILL BEGIN AT FIRST SHIFT.

Notify the labs that, as of now, all research is to be terminated. I don't expect too much trouble from the scientists. They know more than most of us the dangers inherent in this mission.

In light of the circumstances, all non-essential personnel will be on downtime to settle up affairs and make peace.

Everyone get some rest. It will all be over tomorrow.





Follow your locator beam through a control room. Head up the stairs and call for the elevator. It takes you to the life-support system which is guarded by Lurkers. Shoot off their tentacles and then move farther into the room. Head up some steps, get some oxygen, and then climb down a ladder into a lower area. Find a control panel and then hack it to restart the life-support system and restore the atmosphere to the ship. Since more Necromorphs arrive, it is a good idea for one player to back the controls while the other provides cover and deals with the hostiles. While you are down there, pick up an explosive module weapon part that is near the control panel as well as a text log.

//Text Log: "Sleeping Puppets"

SCAF-ISC-31024 CMS-BRUSILOV

Personal Log: Dr. H. Quiroga

I'm too close to finding answers to stop now. The urge is inescapable. Even in my dreams it haunts me.

The captain says that everyone must be terminated. That the research must be destroyed.

He fears it because he doesn't understand it.

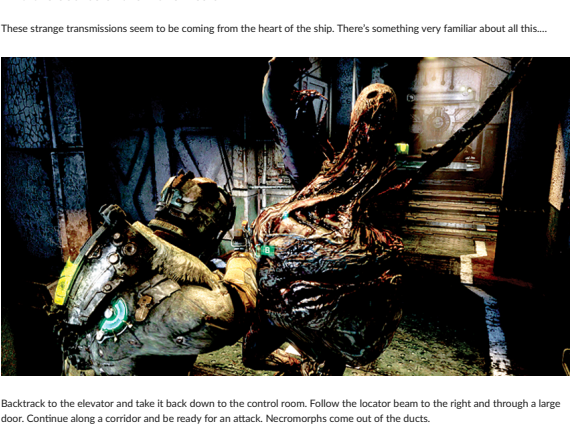
But they can't stop me if they can't breathe. I almost felt a twinge of pity when I saw the captain gasping for air, his EVA suit leaking from the holes I had carefully made the night before.

Their bodies are like puppets now. Soft, silent—at peace.

Only I remain. The research calls to me even now. I must find the answers. It begs it of me!

Find the Source of the Transmission

These strange transmissions seem to be coming from the heart of the ship. There's something very familiar about all this....



Backtrack to the elevator and take it back down to the control room. Follow the locator beam to the right and through a large door. Continue along a corridor and be ready for an attack. Necromorphs come out of the ducts.

As you are going down the long hallway, take a side trip to the left to find an artifact in a science quarters room.

//EarthGov Artifact 4

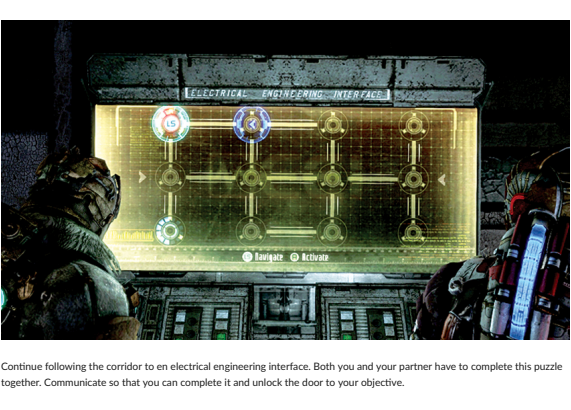
Personal Log: Sgt John Carver

I know there's no hope of reuniting with him. I know I'll never celebrate his birthday again. I know I'll never see him grow up to be just like me. Or better than me.

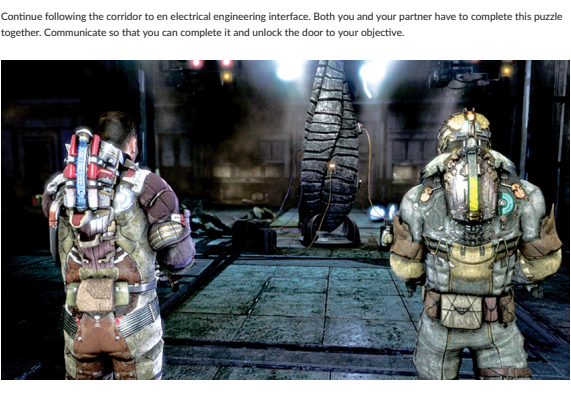
I know he's dead.

So why do I still hear his voice? Why do I hold out hope that I'll find him? That I'll be able to hold him one last time? That I'll finally be able to tell him I'm sorry?

Stupid. There are no second chances.

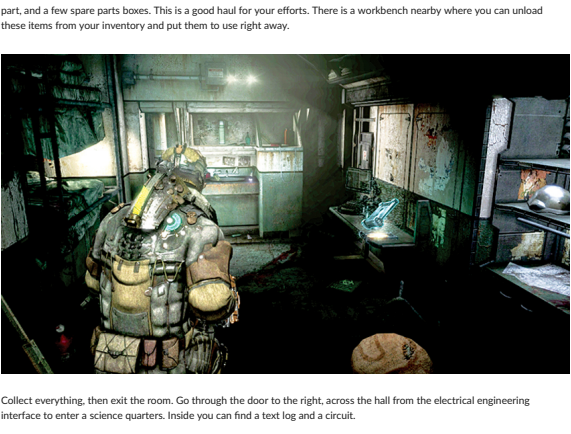


Continue following the corridor to an electrical engineering interface. Both you and your partner have to complete this puzzle together. Communicate so that you can complete it and unlock the door to your objective.



Once the door is unlocked, enter a room where a Marker was being studied. Carver begins hallucinating and seeing things that are not really there. Meanwhile, real Necromorphs attack. Work together to kill them all. You face Wasters and Lurkers

After all the Necromorphs are neutralized, both you and your partner have to jointly open the supply container in the corner of the room. Inside you can find a plasma core weapon part, an ammo support weapon part, a compact conic dispersal weapon part, and a few spare parts boxes. This is a good haul for your efforts. There is a workbench nearby where you can unload these items from your inventory and put them to use right away.



Collect everything, then exit the room. Go through the door to the right, across the hall from the electrical engineering interface to enter a science quarters. Inside you can find a text log and a circuit.

//Text Log: "Called to Study"

SCAF-ISC-31024 CMS-BRUSILOV

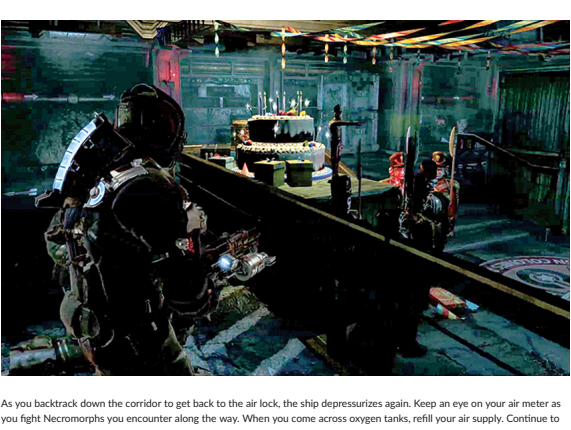
Personal Log: Dr. H. Quiroga

Now I know how the holy man must feel when he is called by God. The intense rush of infinity, the pure exhilaration of it is almost too much!

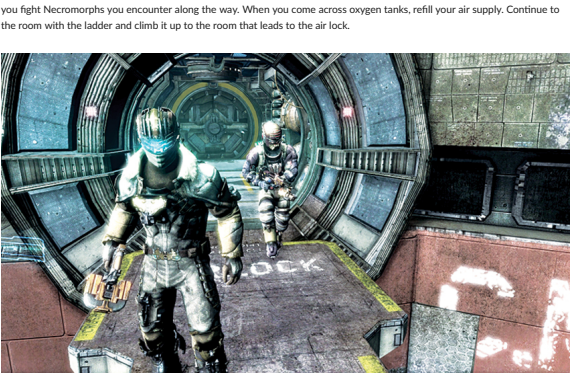
It's like a chorus of thousands! My friends, shipmates ... everyone who has been called up to God speaks to me now!

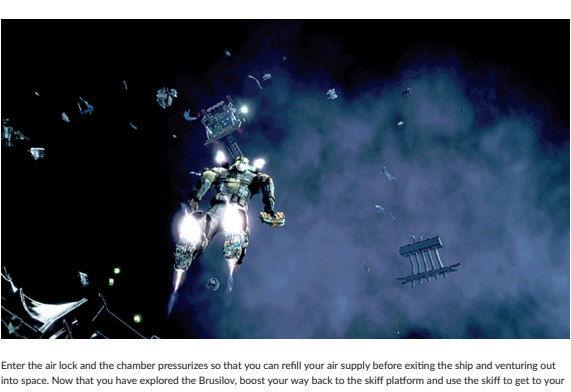
They want me to know everything. They need me to know everything! What secrets will they share?

I go now—a vessel waiting to be filled. Share with me the secrets of the Universe!



As you backtrack down the corridor to get back to the air lock, the ship depressurizes again. Keep an eye on your air meter as you fight Necromorphs you encounter along the way. When you come across oxygen tanks, refill your air supply. Continue to the room with the ladder and climb it up to the room that leads to the air lock.



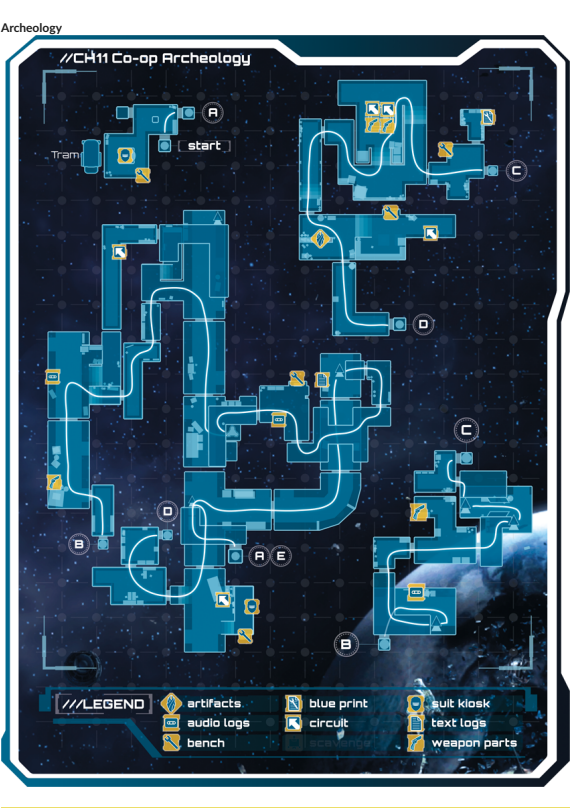


Enter the air lock and the chamber pressurizes so that you can refill your air supply before exiting the ship and venturing out into space. Now that you have explored the Brusilov, boost your way back to the skiff platform and use the skiff to get to your next destination.

ISAAC'S LOG

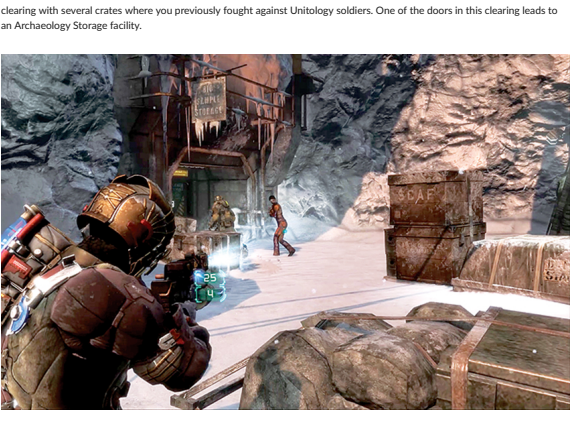
During our time on the Brusilov, I realized that John Carver had some ghosts in his life—and he seemed to be seeing them. Then and there I decided I needed to keep an eye on him. These hallucinations or visions he was having could cause trouble down the road.

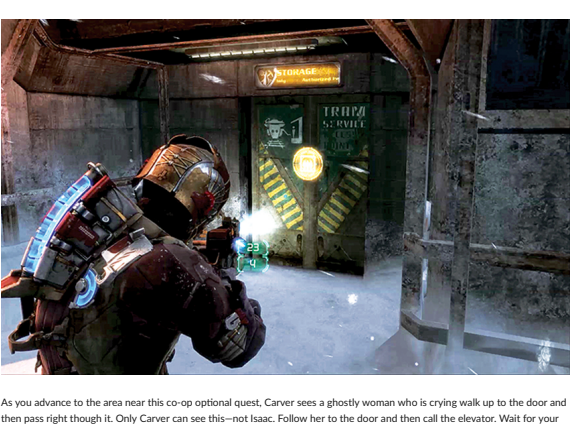
Archeology



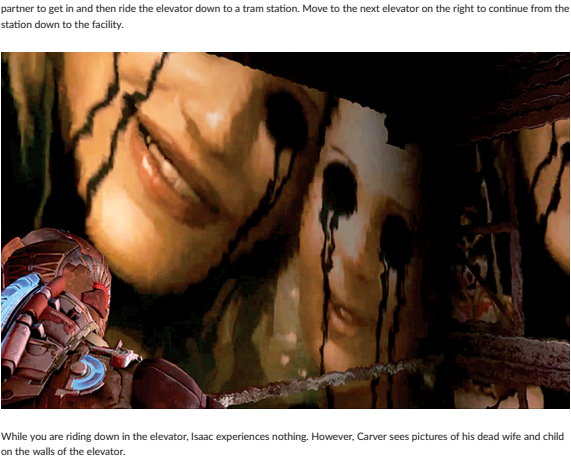
Click here for interactive maps

While you are in Chapter 11, you can backtrack from the drilling core area with the drill through a tent structure to get to a clearing with several crates where you previously fought against Unitology soldiers. One of the doors in this clearing leads to an Archeology Storage facility.



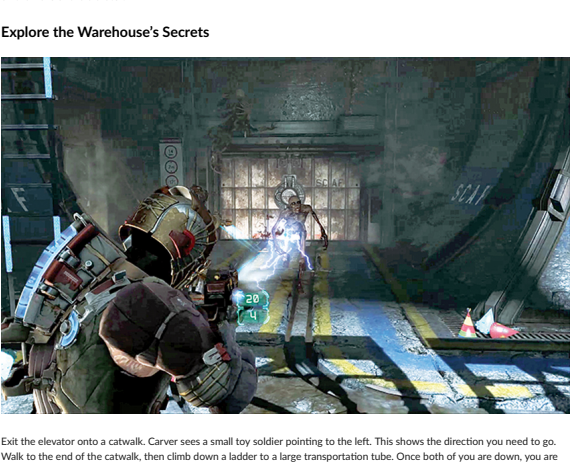


As you advance to the area near this co-op optional quest, Carver sees a ghostly woman who is crying walk up to the door and then pass right though it. Only Carver can see this—not Isaac. Follow her to the door and then call the elevator. Wait for your partner to get in and then ride the elevator down to a tram station. Move to the next elevator on the right to continue from the station down to the facility.

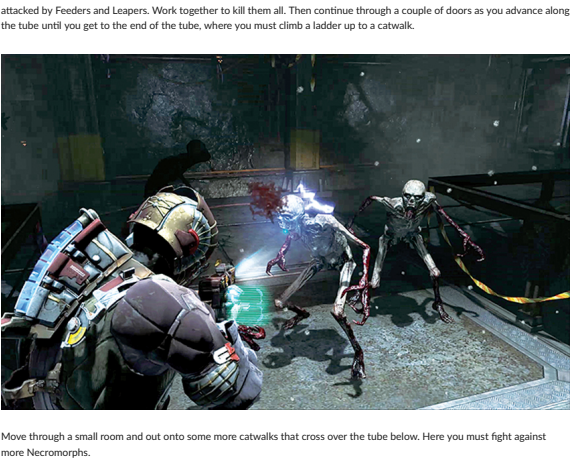


While you are riding down in the elevator, Isaac experiences nothing. However, Carver sees pictures of his dead wife and child on the walls of the elevator.

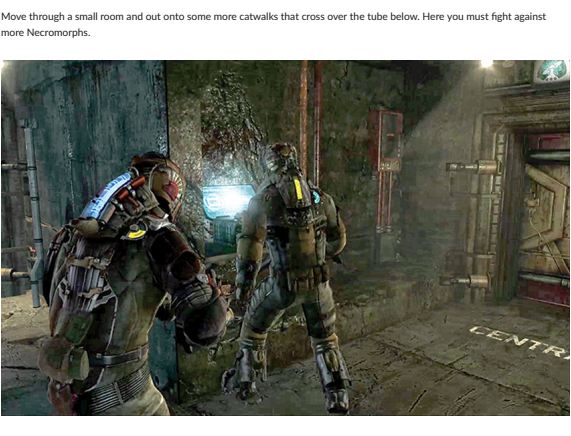
Explore the Warehouse's Secrets

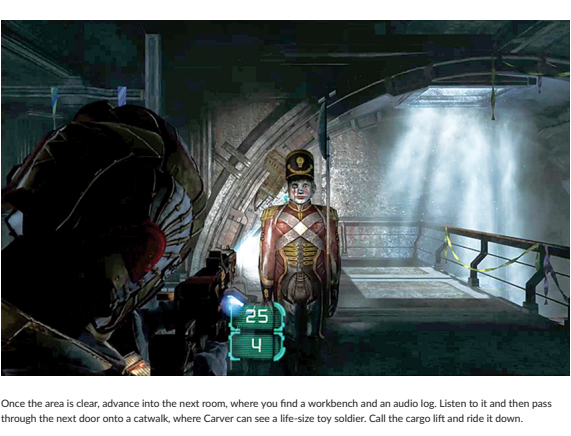


Exit the elevator onto a catwalk. Carver sees a small toy soldier pointing to the left. This shows the direction you need to go. Walk to the end of the catwalk, then climb down a ladder to a large transportation tube. Once both of you are down, you are attacked by Feeders and Leapers. Work together to kill them all. Then continue through a couple of doors as you advance along the tube until you get to the end of the tube, where you must climb a ladder up to a catwalk.



Move through a small room and out onto some more catwalks that cross over the tube below. Here you must fight against more Necromorphs.





Once the area is clear, advance into the next room, where you find a workbench and an audio log. Listen to it and then pass through the next door onto a catwalk, where Carver can see a life-size toy soldier. Call the cargo lift and ride it down.

//Audio Log: "Never Home"

Hey.

"Hey"? John, you said you were going to be gone three hours. It's been three days!

Where is he?

Sleeping—for once.

Nightmares again?

Every night. Same as always when you disappear.

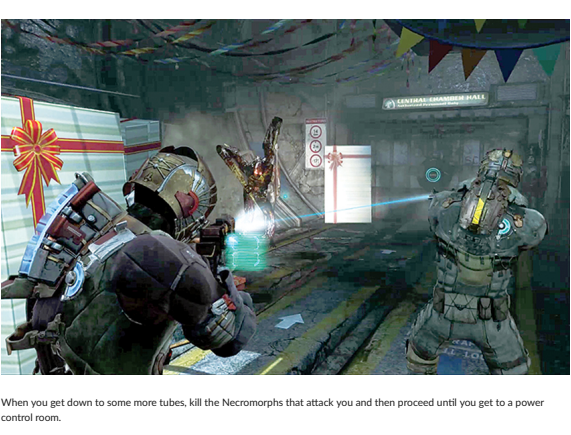
Cut me some slack, Damara! I'm in the military, alright? Shit happens!

Yeah? I checked with Commander Hartley. You know what he said? That you've been on administrative leave.

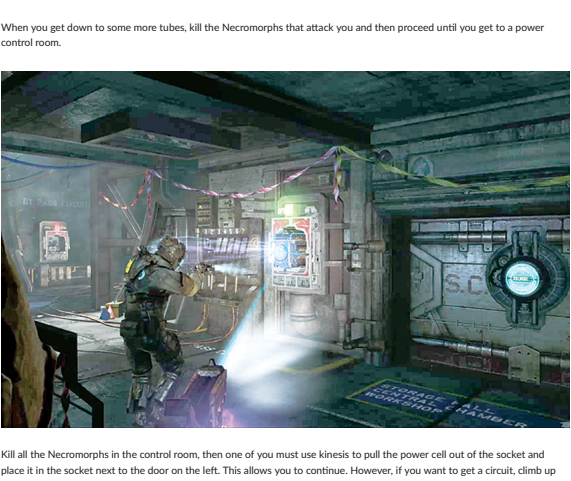
Alright, screw this.

Hey, where are you going? Are you leaving again? John? John?

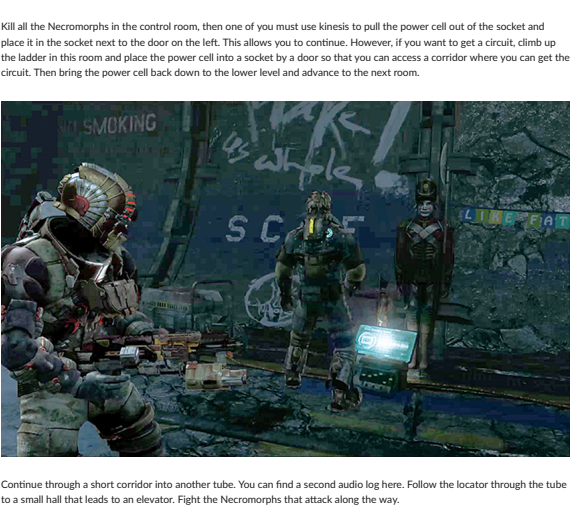
Goddammit.



When you get down to some more tubes, kill the Necromorphs that attack you and then proceed until you get to a power control room.



Kill all the Necromorphs in the control room, then one of you must use kinesis to pull the power cell out of the socket and place it in the socket next to the door on the left. This allows you to continue. However, if you want to get a circuit, climb up the ladder in this room and place the power cell into a socket by a door so that you can access a corridor where you can get the circuit. Then bring the power cell back down to the lower level and advance to the next room.



Continue through a short corridor into another tube. You can find a second audio log here. Follow the locator through the tube to a small hall that leads to an elevator. Fight the Necromorphs that attack along the way.

//Audio Log: "Like Father Like Son"

He's not avoiding you, John. He's just ... a little scared after last time. I just think you should talk to him.

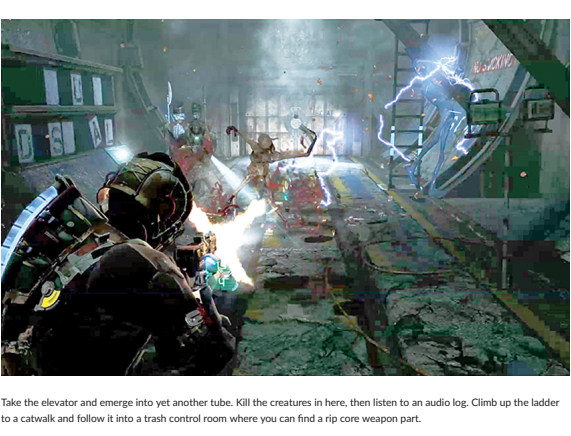
I've done enough damage already.

But that can change. You can change, John.

How, Damara? How do I undo what I've done? Un-see what I've seen? Bring back all the people I've killed? When you lose your soul, it's gone. There's no getting it back.

So that's it? You're just going to give up?

I gave up a long time ago.



Take the elevator and emerge into yet another tube. Kill the creatures in here, then listen to an audio log. Climb up the ladder to a catwalk and follow it into a trash control room where you can find a rip core weapon part.

//Audio Log: "Soulless"

Damara ... by the time you get this, I'll be ... things will be better for you once I'm gone. I can't be the husband you need and we both know I couldn't have been a worse father for Dylan. I only hope that, with me out of the picture, the two of you can have the life you deserve. Love you Damara.

John? What's going on ... Oh my god!

Shit , Damara! You—you were supposed to be out with Dylan today!

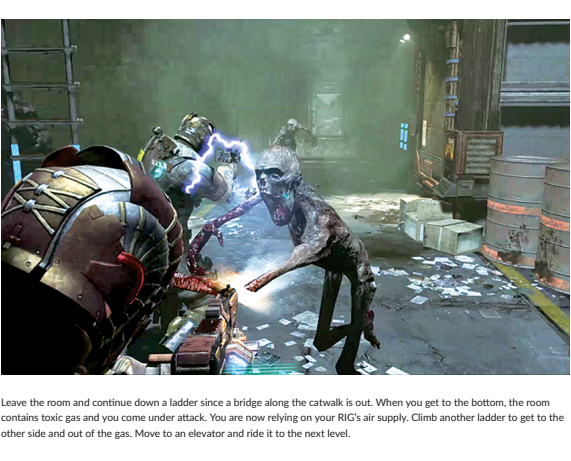
W-What are you doing?

Nothing. Just ... thinking. That's all.

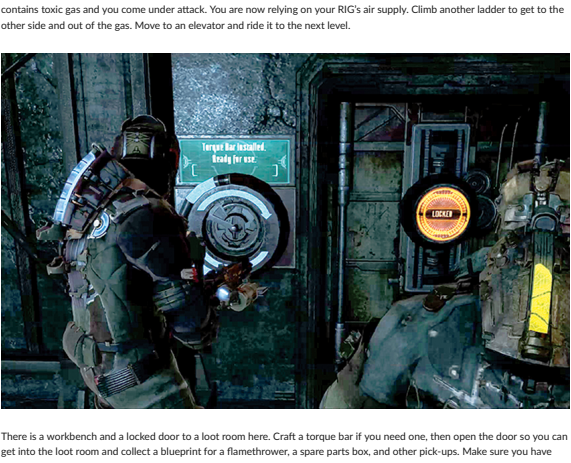
<sound of sobbing>

Damara! It was ... it was nothing! Alright? It was nothing, everything is fine.

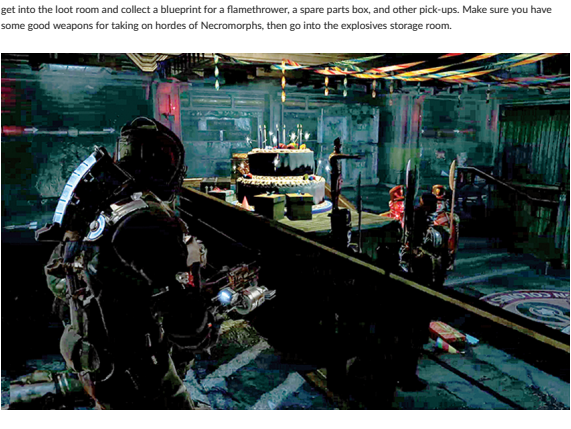
Everything is fine, okay? Hey. Shhh, come on. It's fine. I'm fine. Okay?

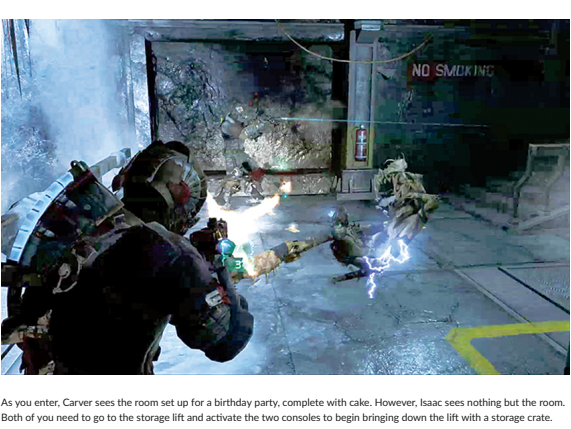


Leave the room and continue down a ladder since a bridge along the catwalk is out. When you get to the bottom, the room contains toxic gas and you come under attack. You are now relying on your RIG's air supply. Climb another ladder to get to the other side and out of the gas. Move to an elevator and ride it to the next level.

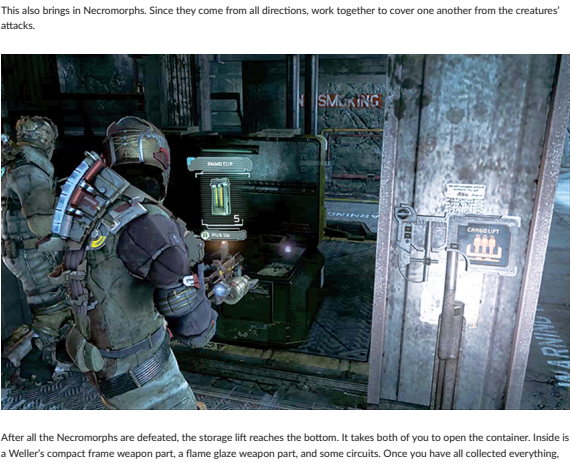


There is a workbench and a locked door to a loot room here. Craft a torque bar if you need one, then open the door so you can get into the loot room and collect a blueprint for a flamethrower, a spare parts box, and other pick-ups. Make sure you have some good weapons for taking on hordes of Necromorphs, then go into the explosives storage room.

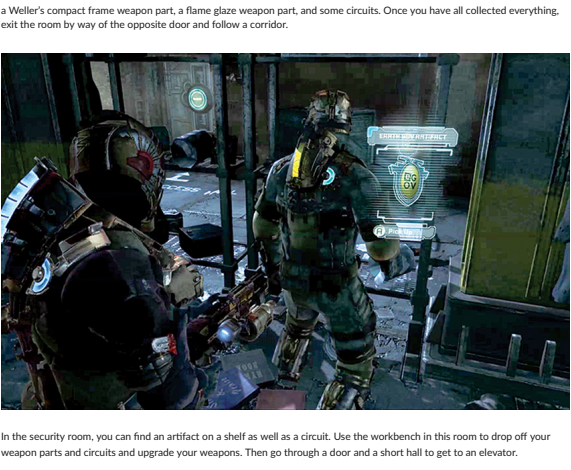




As you enter, Carver sees the room set up for a birthday party, complete with cake. However, Isaac sees nothing but the room. Both of you need to go to the storage lift and activate the two consoles to begin bringing down the lift with a storage crate. This also brings in Necromorphs. Since they come from all directions, work together to cover one another from the creatures' attacks.



After all the Necromorphs are defeated, the storage lift reaches the bottom. It takes both of you to open the container. Inside is a Weller's compact frame weapon part, a flame glaze weapon part, and some circuits. Once you have all collected everything, exit the room by way of the opposite door and follow a corridor.



In the security room, you can find an artifact on a shelf as well as a circuit. Use the workbench in this room to drop off your weapon parts and circuits and upgrade your weapons. Then go through a door and a short hall to get to an elevator.

//EarthGov Artifact 5

EARTHGOV SPECIAL FORCES TRIBUNAL

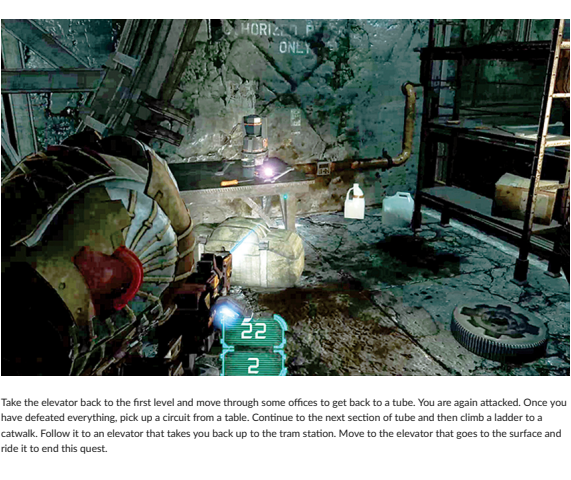
Officiator: Cdr Andre Hartley
Accused: Sgt John Carver

1. Assaulting or willfully disobeying superior commissioned officer (2 counts)
2. Conduct unbecoming an officer and a gentleman
3. Insubordinate conduct toward warrant officer
Ruling: Guilty on All Counts

Suggested Action: I've known John Carver for many years, even before he had a family. Soldiers who have been in the service as long as John often have difficulty adjusting to family life.

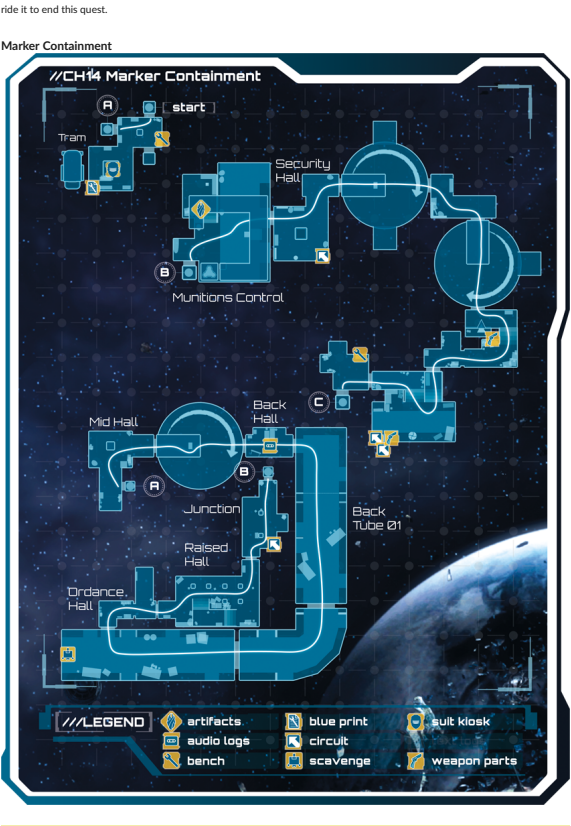
It is my understanding that these insecurities were provoked by the plaintiff leading to the charges outlined above. The lack of resolution with his home life has turned John into a powder keg.

It is therefore my suggestion that John Carver be placed on administrative leave. What he really needs is to spend some quality time with his wife and kid so he can get to know them better.



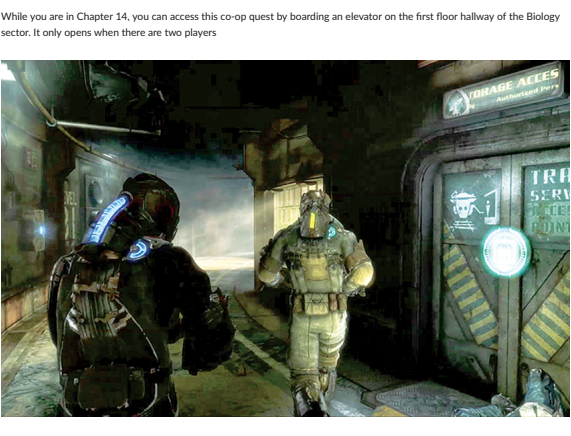
Take the elevator back to the first level and move through some offices to get back to a tube. You are again attacked. Once you have defeated everything, pick up a circuit from a table. Continue to the next section of tube and then climb a ladder to a catwalk. Follow it to an elevator that takes you back up to the tram station. Move to the elevator that goes to the surface and ride it to end this quest.

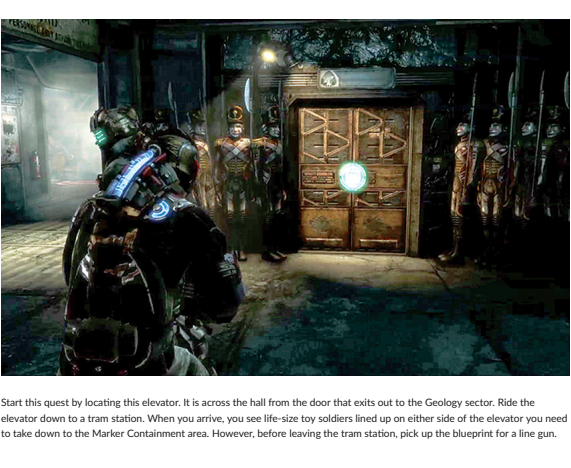
Marker Containment



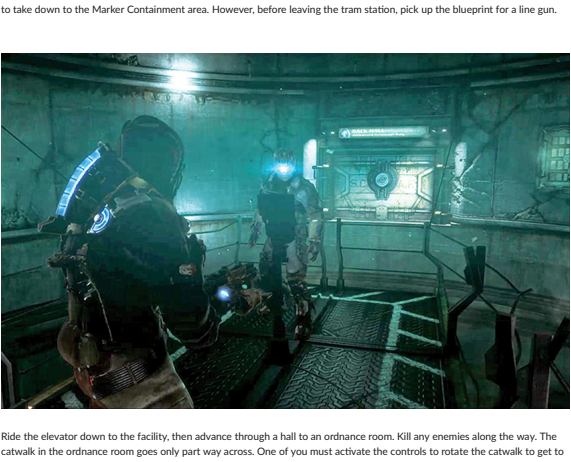
Click here for interactive maps

While you are in Chapter 14, you can access this co-op quest by boarding an elevator on the first floor hallway of the Biology sector. It only opens when there are two players

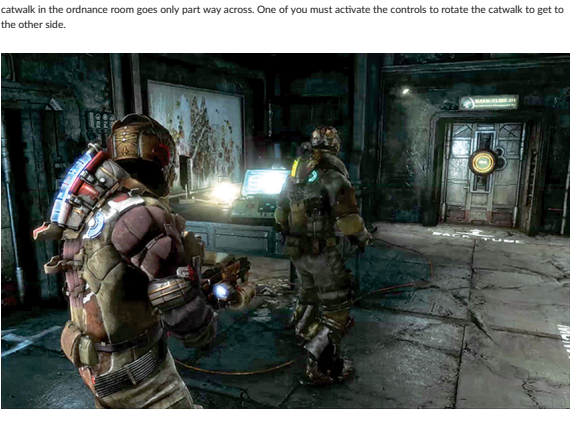


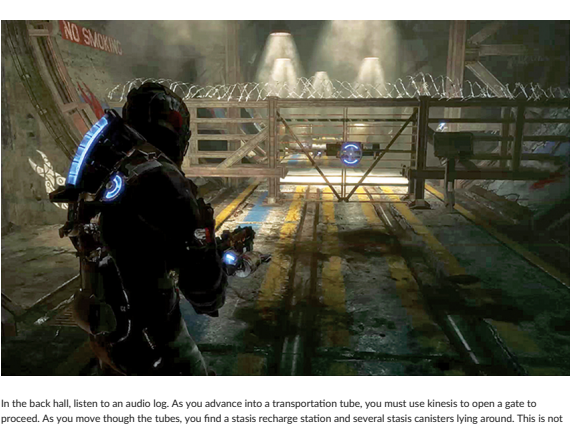


Start this quest by locating this elevator. It is across the hall from the door that exits out to the Geology sector. Ride the elevator down to a tram station. When you arrive, you see life-size toy soldiers lined up on either side of the elevator you need to take down to the Marker Containment area. However, before leaving the tram station, pick up the blueprint for a line gun.



Ride the elevator down to the facility, then advance through a hall to an ordnance room. Kill any enemies along the way. The catwalk in the ordnance room goes only part way across. One of you must activate the controls to rotate the catwalk to get to the other side.



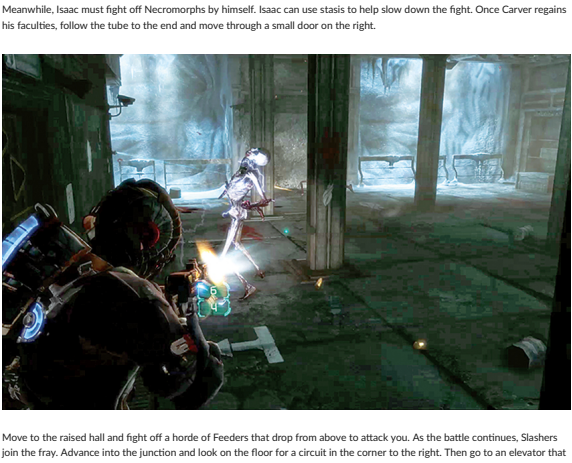


In the back hall, listen to an audio log. As you advance into a transportation tube, you must use kinesis to open a gate to proceed. As you move though the tubes, you find a stasis recharge station and several stasis canisters lying around. This is not a good sign. You will need these to help you defeat the Twitchers that attack. Kill them and keep moving through the tube.

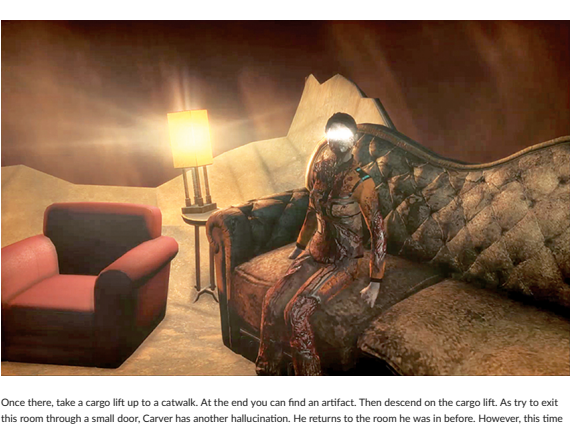
//Audio Log: "All Work and No Play"

It wasn't quick, John—what they did to us. Do you know what it's like? To have your own body taken apart while you watch? They opened me like a surgeon would, head to toe, and pulled the life out of me piece by piece. Piece by piece. Piece by piece.

As you get to a turn in the tube, Carver begins hallucinating again. He sees a completely different room with his son in it. Meanwhile, Isaac must fight off Necromorphs by himself. Isaac can use stasis to help slow down the fight. Once Carver regains his faculties, follow the tube to the end and move through a small door on the right.



Move to the raised hall and fight off a horde of Feeders that drop from above to attack you. As the battle continues, Slashers join the fray. Advance into the junction and look on the floor for a circuit in the corner to the right. Then go to an elevator that takes you to munitions control.



Once there, take a cargo lift up to a catwalk. At the end you can find an artifact. Then descend on the cargo lift. As try to exit this room through a small door, Carver has another hallucination. He returns to the room he was in before. However, this time shadows attack him. Carver must shoot them since they can inflict damage. They also drop pick-ups once they are killed. After they are eliminated, move to the couch to see Carver's wife and end the hallucination. Of course, Isaac is left to fend for himself against waves of Super Slashers during this hallucination. Carver can join him in mopping up when he returns to reality.

//EarthGov Artifact 6

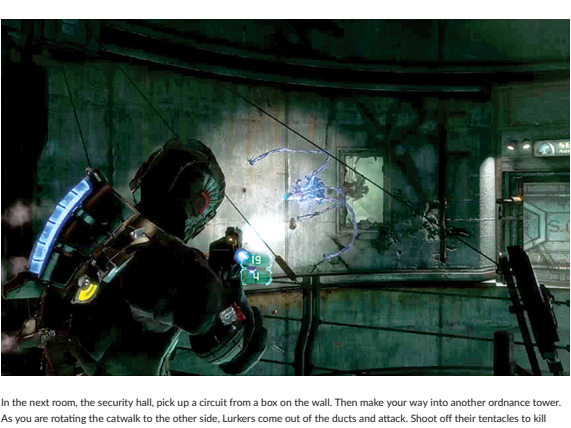
Personal Log: Sgt John Carver

I think what rips me up the most isn't that I never had a chance to save them. It's that I had every chance to save them—every day for six years.

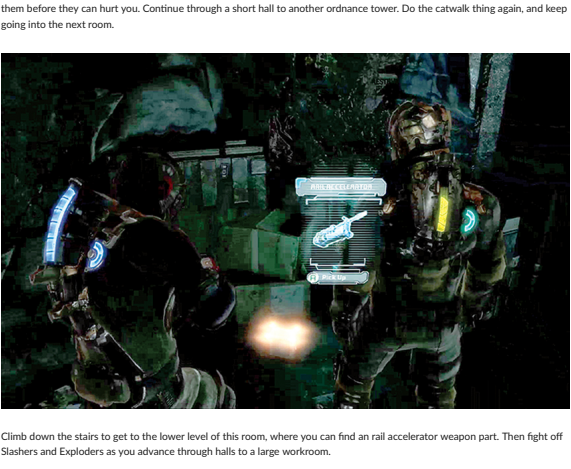
Somehow I had convinced myself it was easier to eat a bullet than it was to learn how to give two shits about someone else.

But what's out there now, it's not them. It's the Marker. And my one chance at redemption is to stop it.

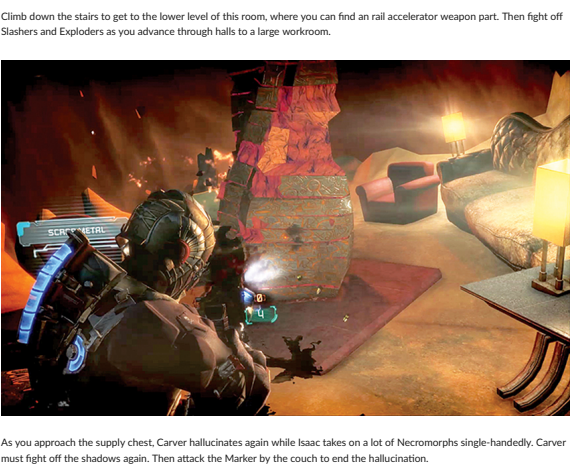
And if everything goes right, it will be the last thing I ever do.



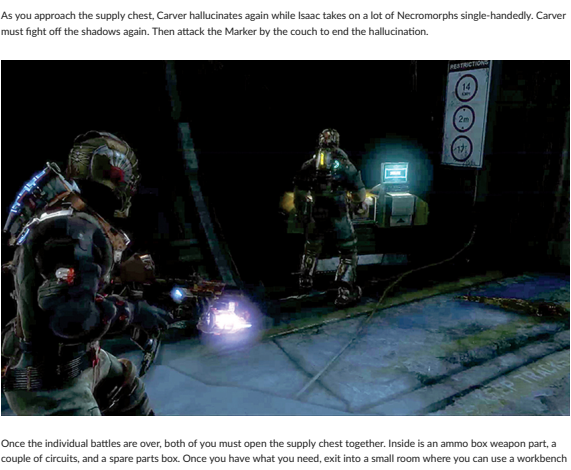
In the next room, the security hall, pick up a circuit from a box on the wall. Then make your way into another ordnance tower. As you are rotating the catwalk to the other side, Lurkers come out of the ducts and attack. Shoot off their tentacles to kill them before they can hurt you. Continue through a short hall to another ordnance tower. Do the catwalk thing again, and keep going into the next room.



Climb down the stairs to get to the lower level of this room, where you can find an rail accelerator weapon part. Then fight off Slashers and Exploders as you advance through halls to a large workroom.



As you approach the supply chest, Carver hallucinates again while Isaac takes on a lot of Necromorphs single-handedly. Carver must fight off the shadows again. Then attack the Marker by the couch to end the hallucination.



Once the individual battles are over, both of you must open the supply chest together. Inside is an ammo box weapon part, a couple of circuits, and a spare parts box. Once you have what you need, exit into a small room where you can use a workbench to use your new items to upgrade your weapons. Then take the elevator back to the tram station and then back up to the Biology sector of the Research Facility to end the quest.